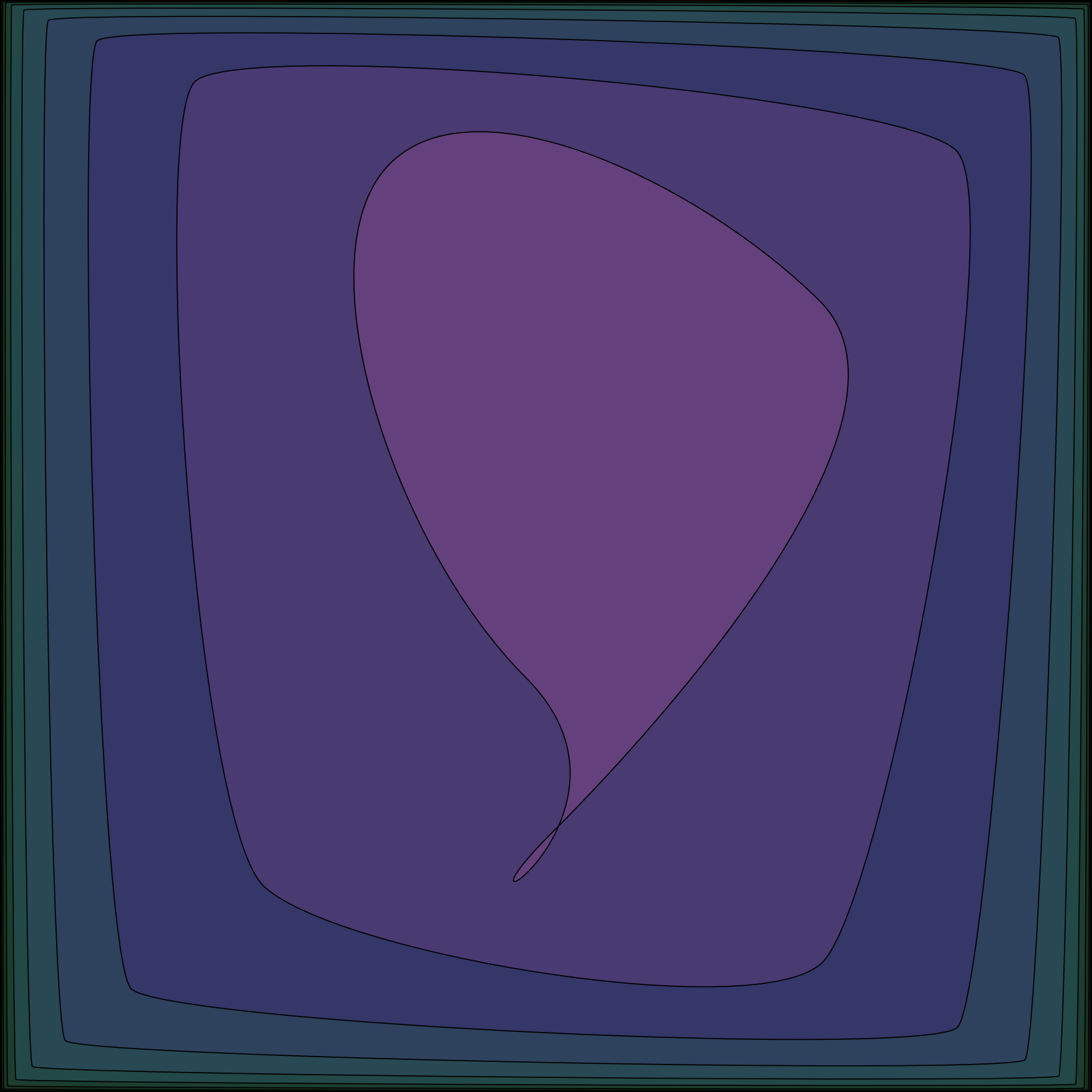
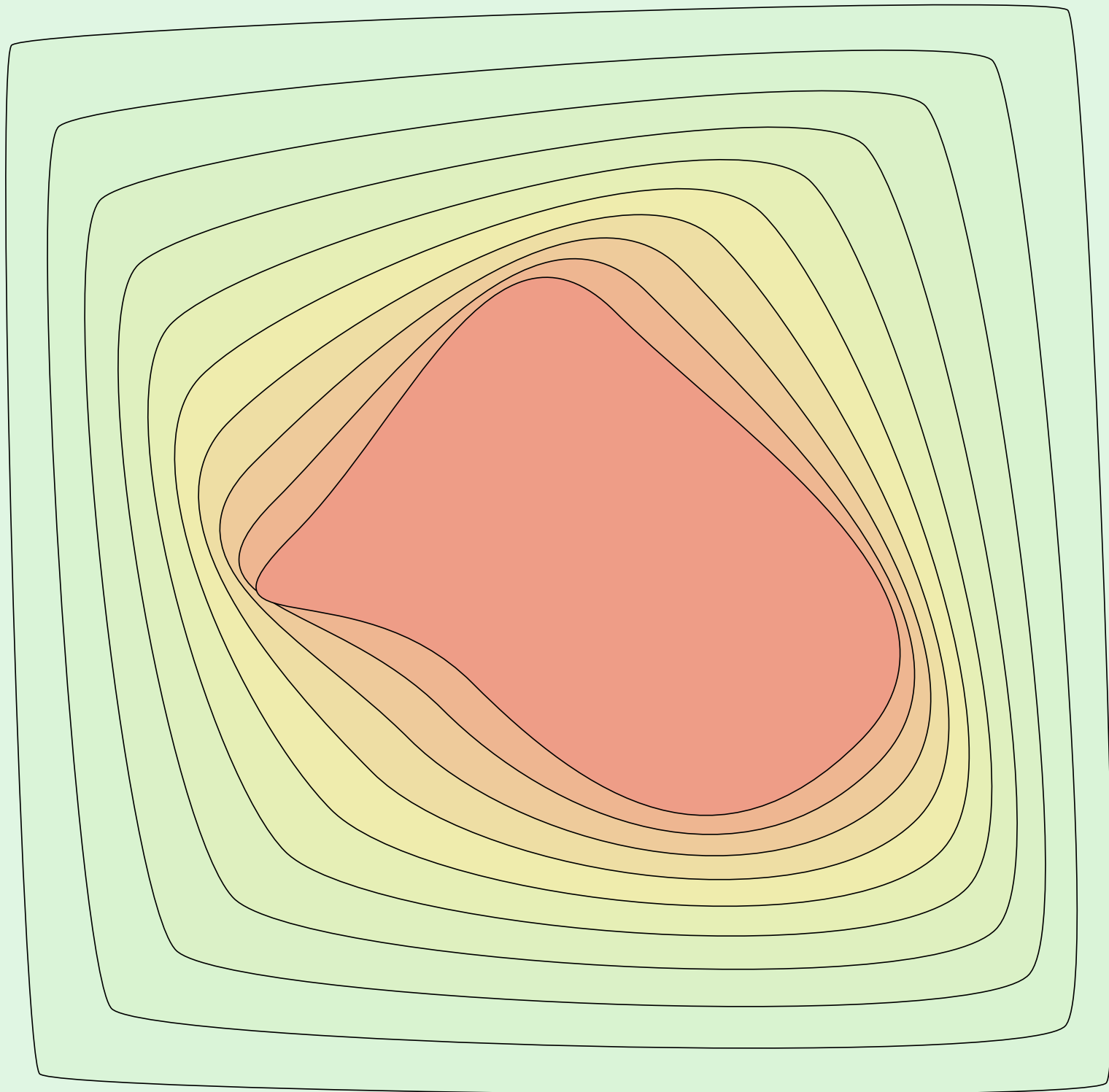


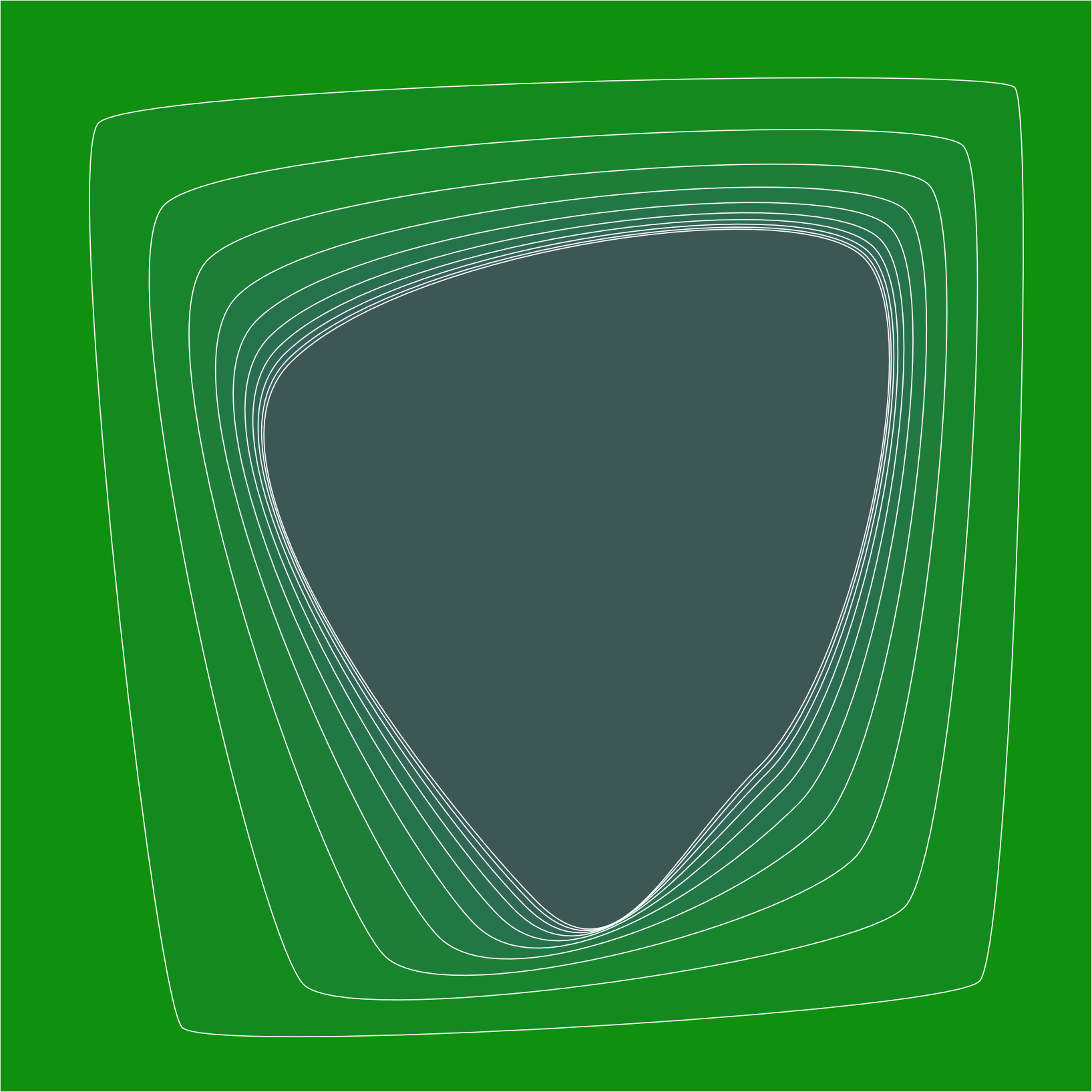


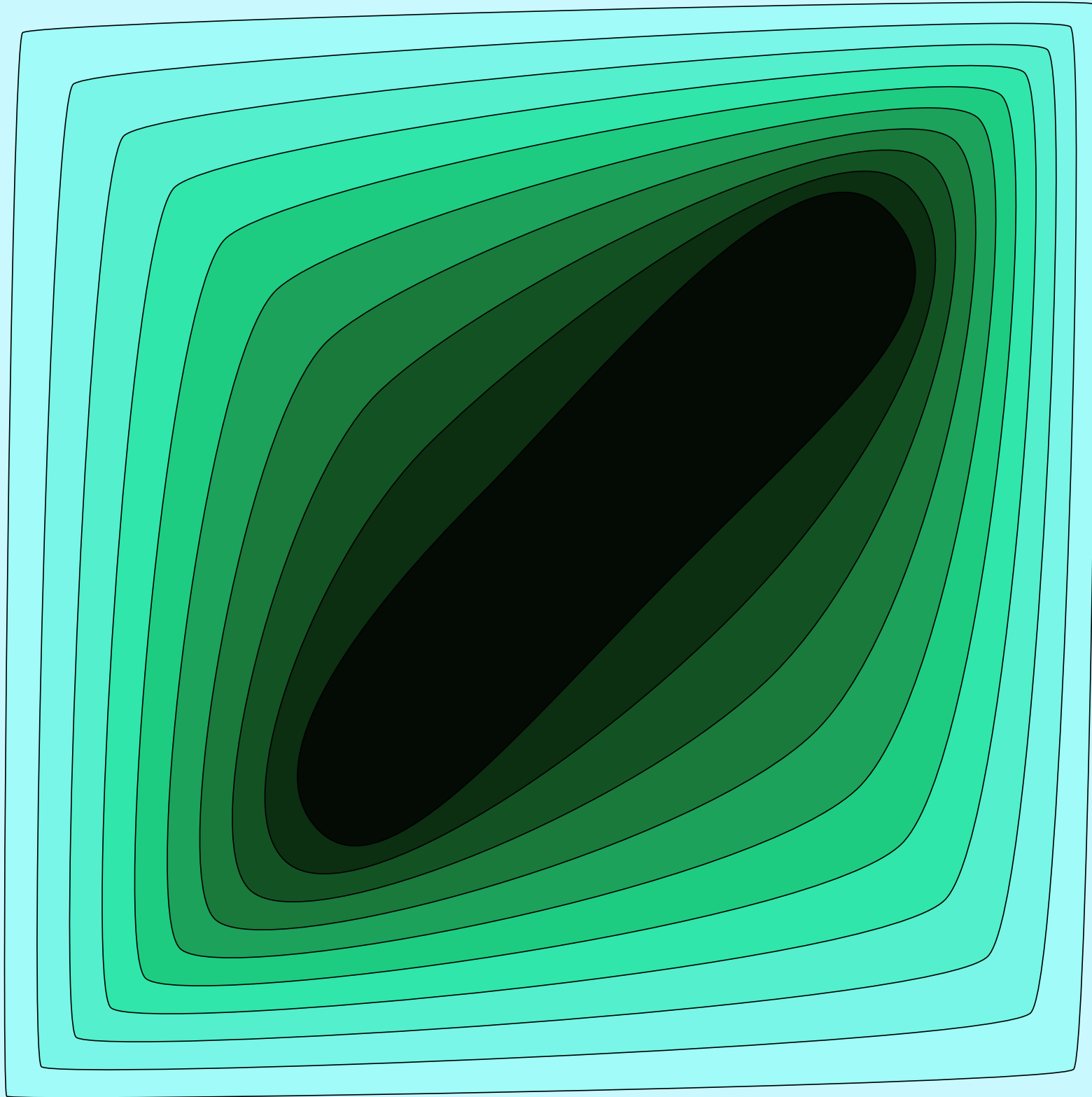
# 100 random blobs

July the 4th, 2016 — Vasilis van Gemert

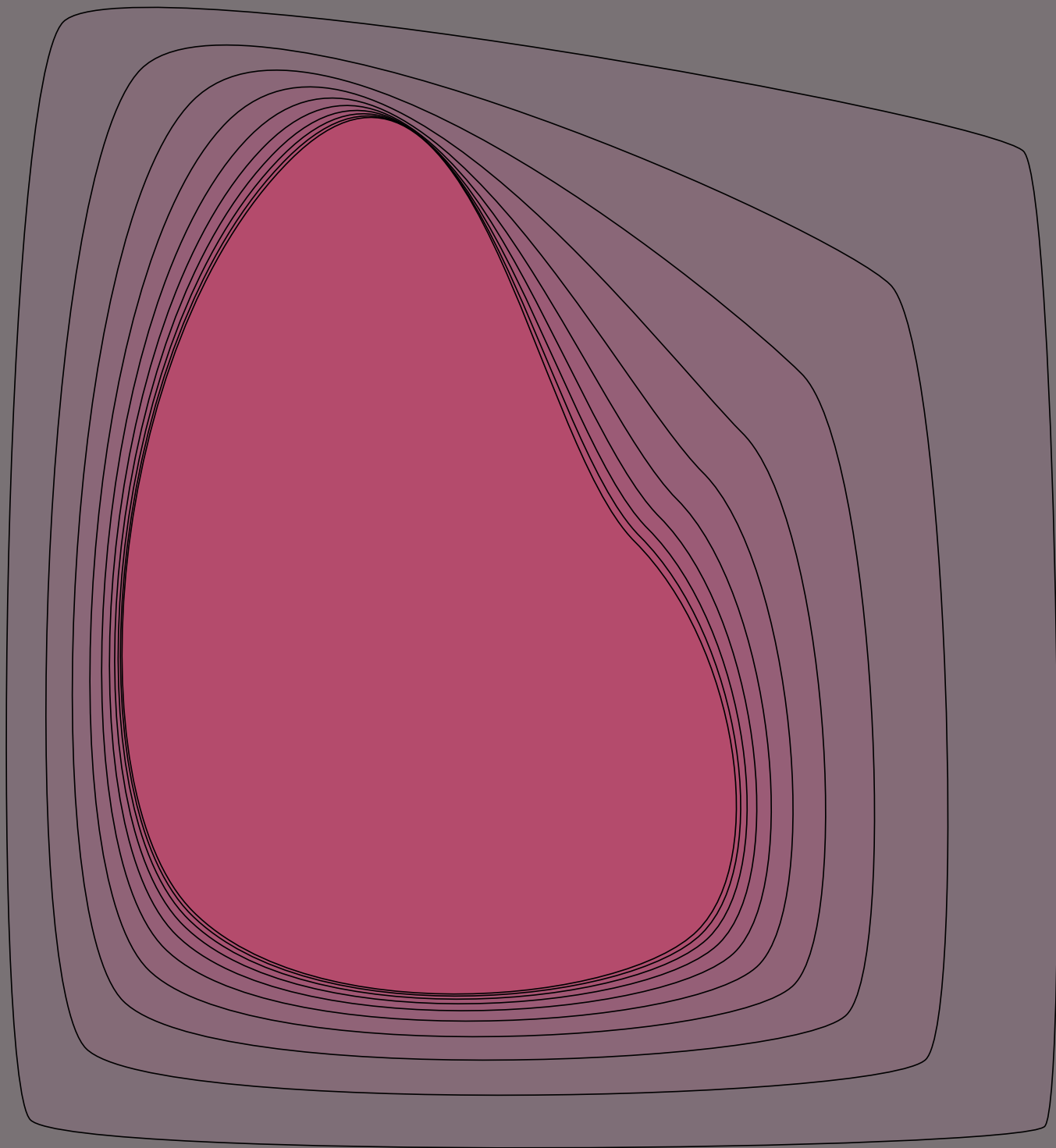


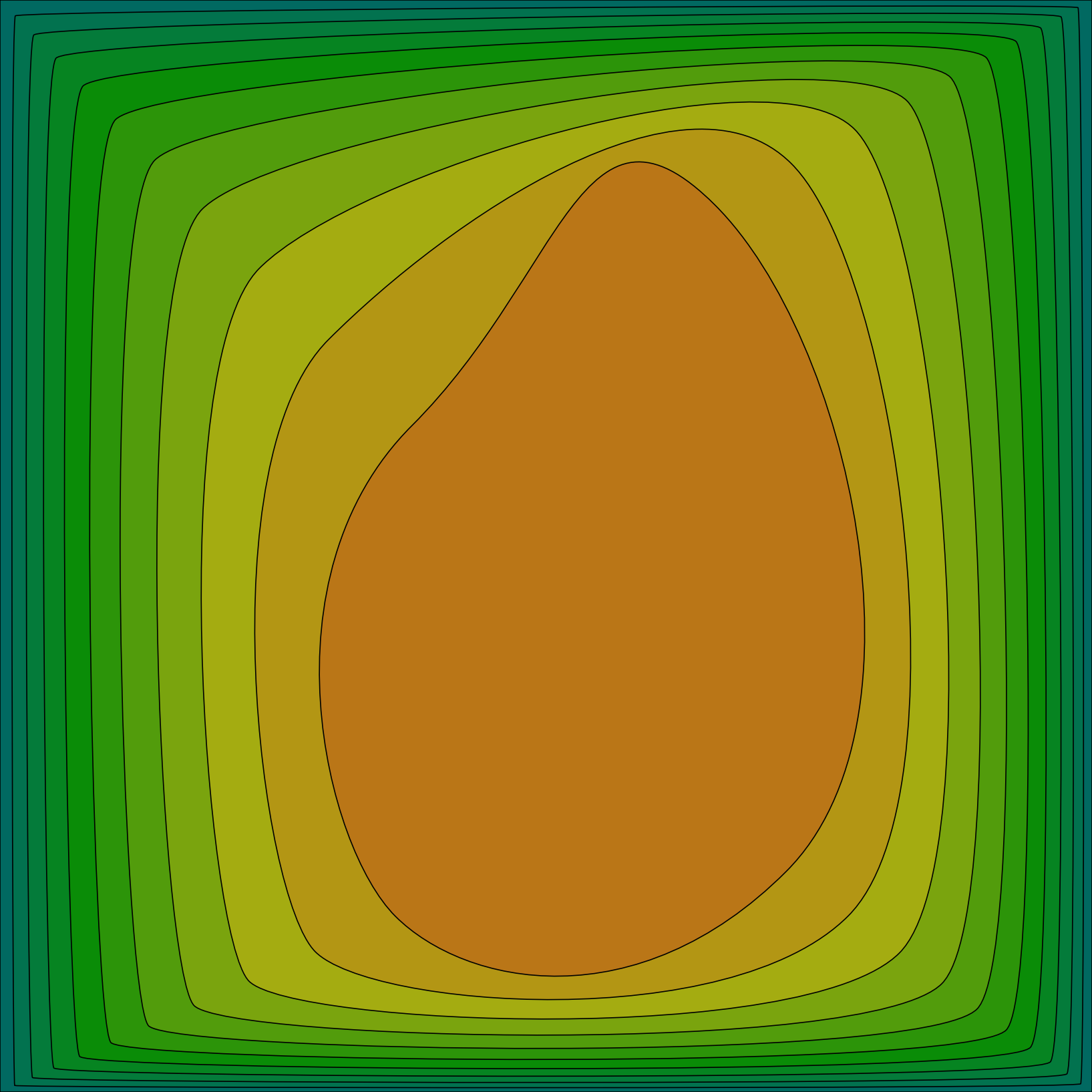






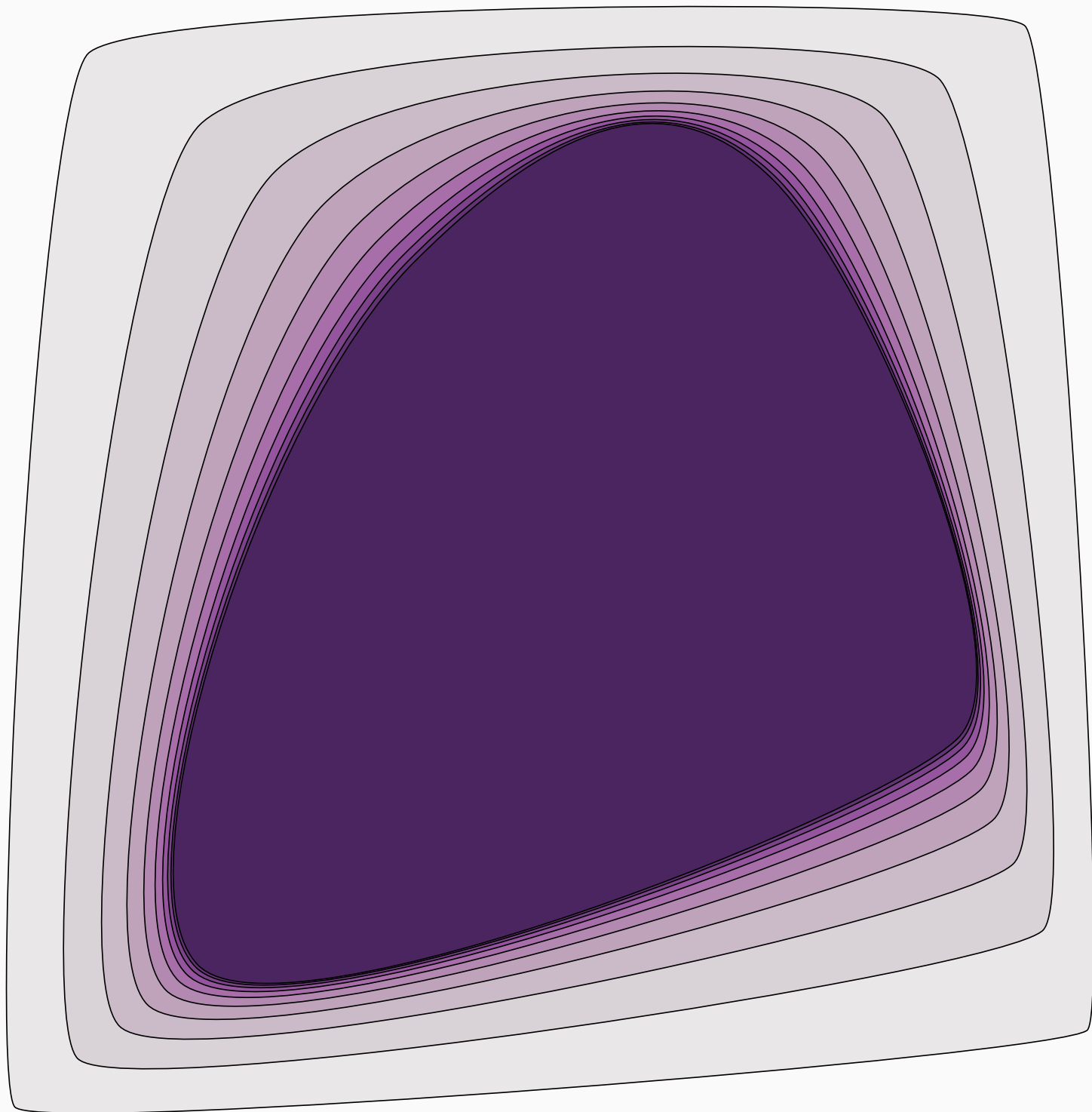




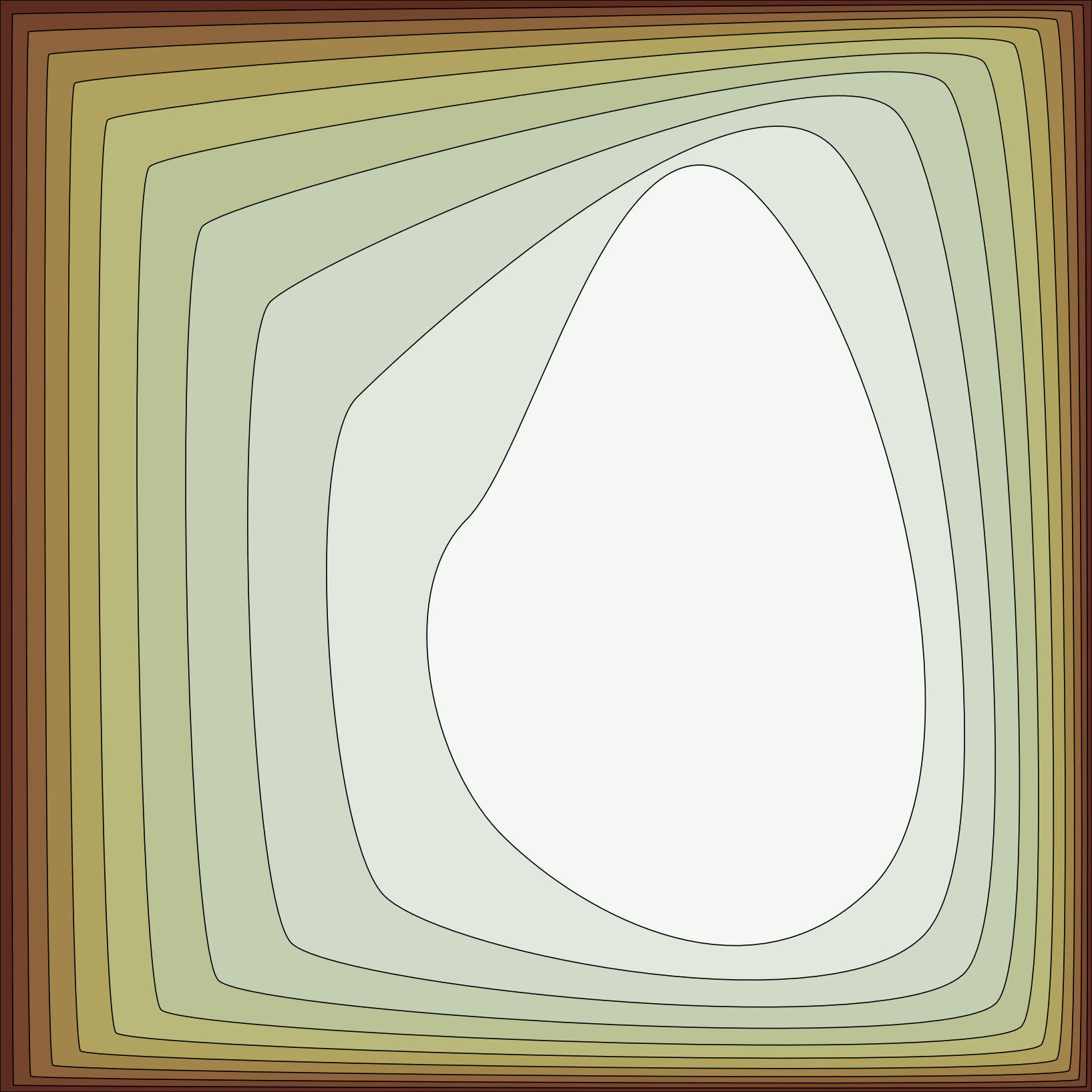




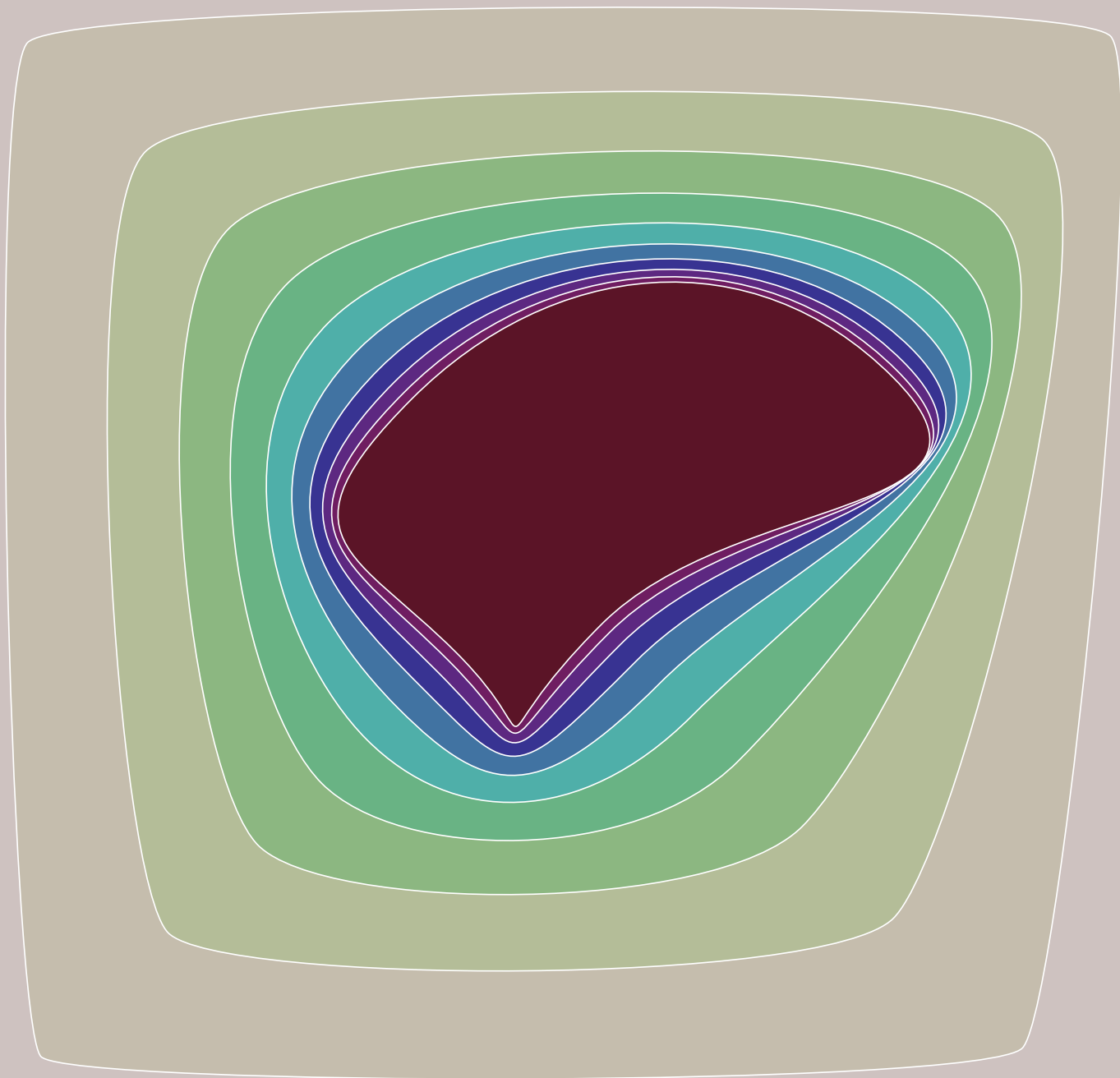


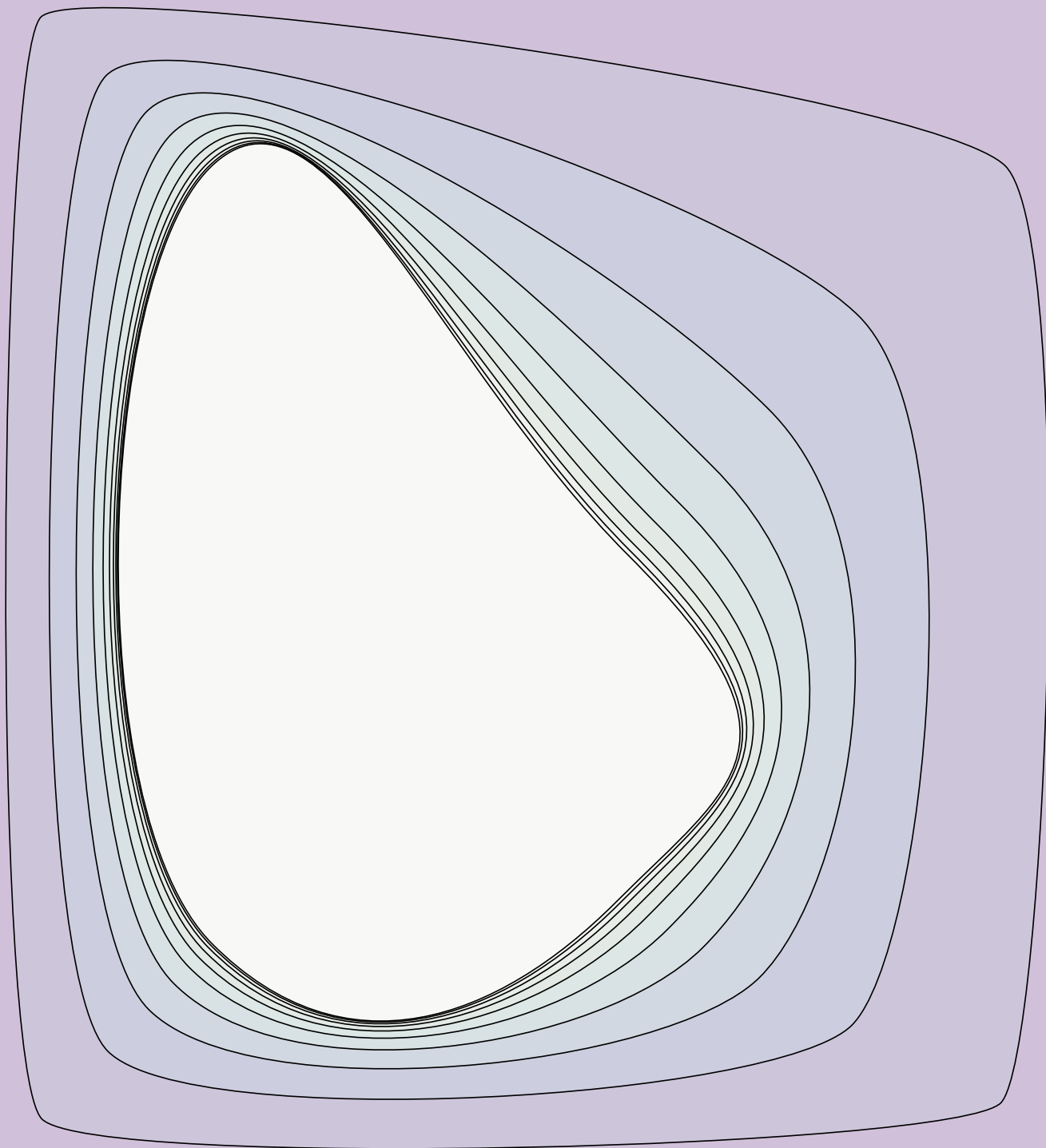


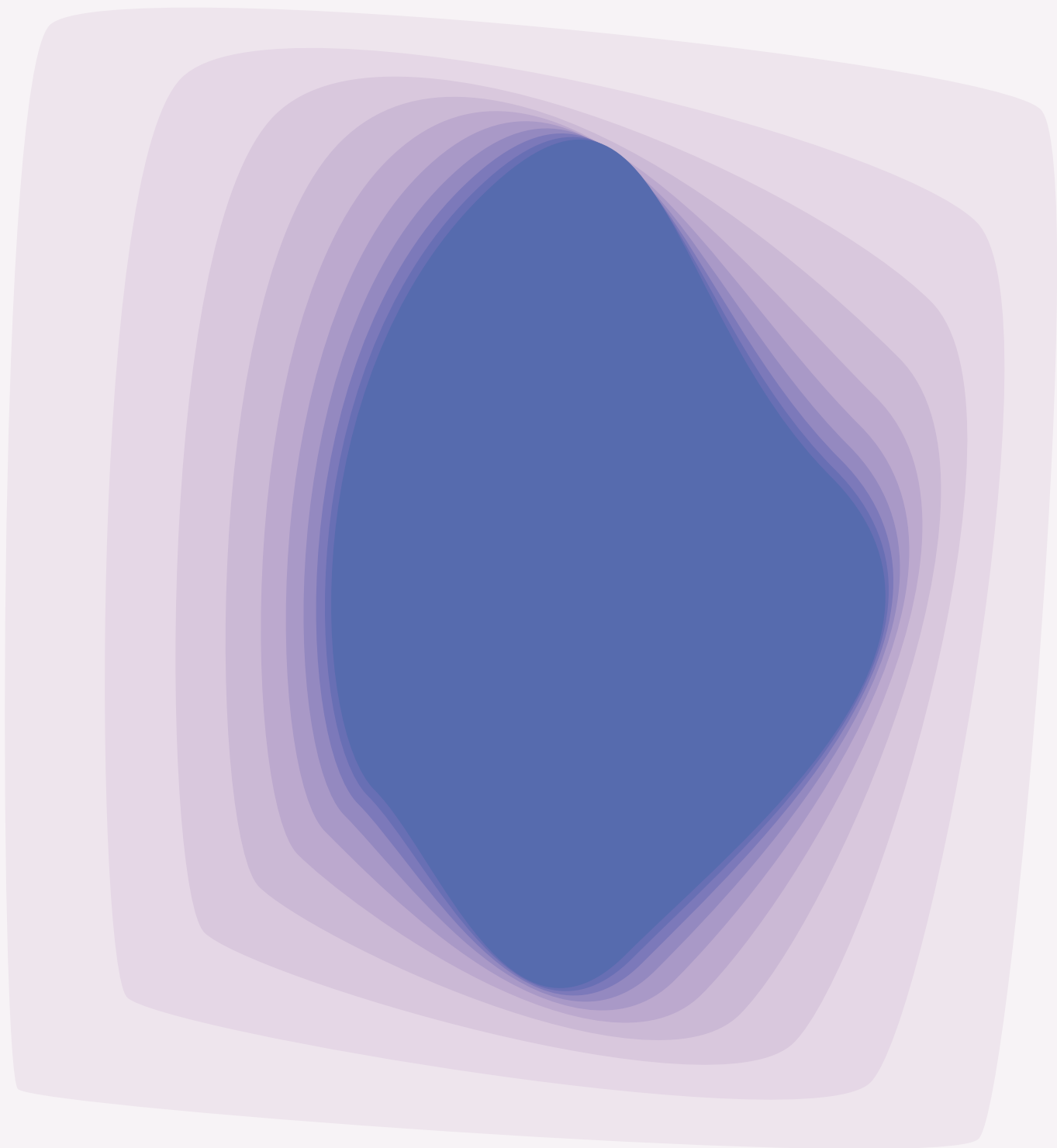




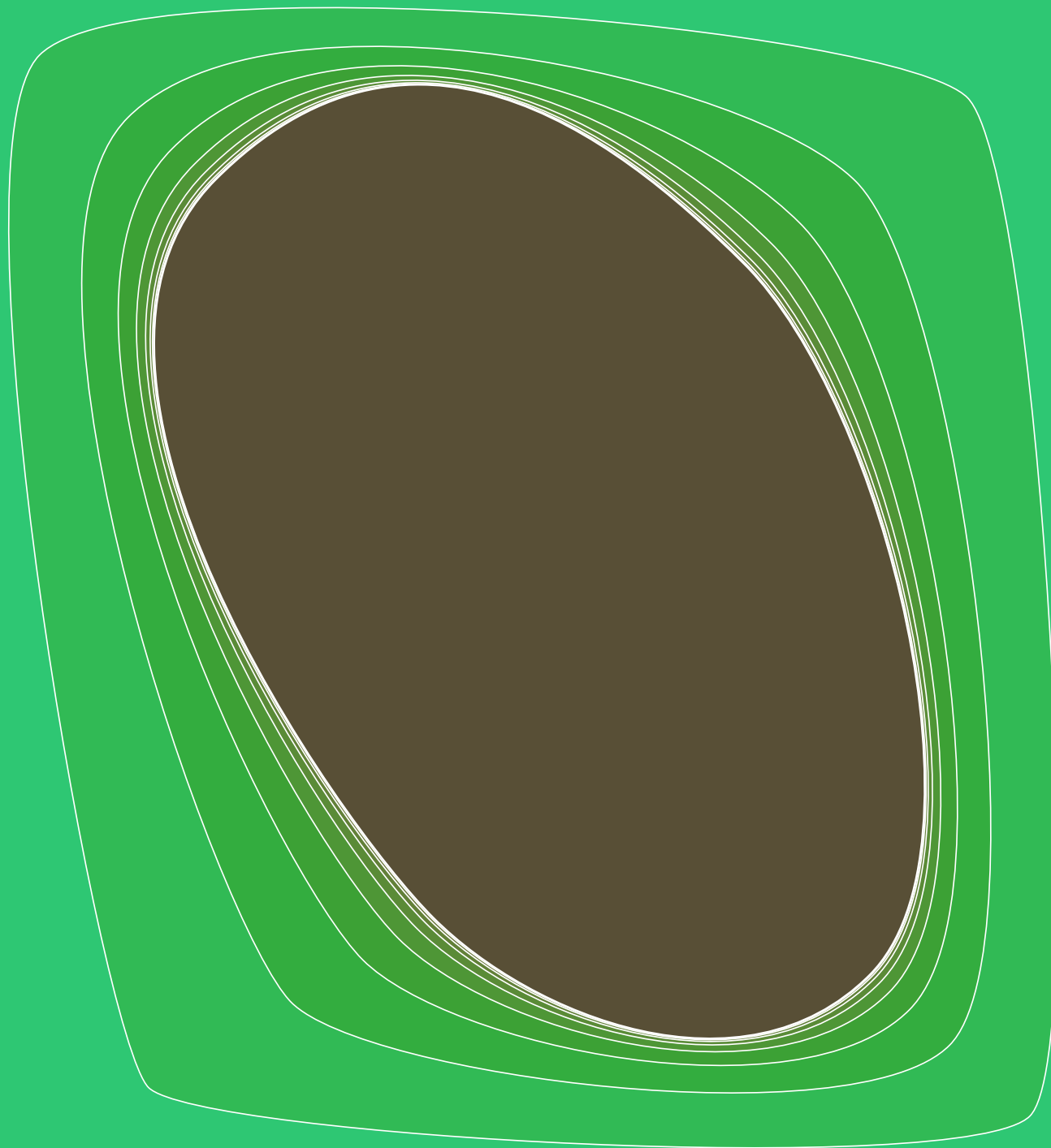


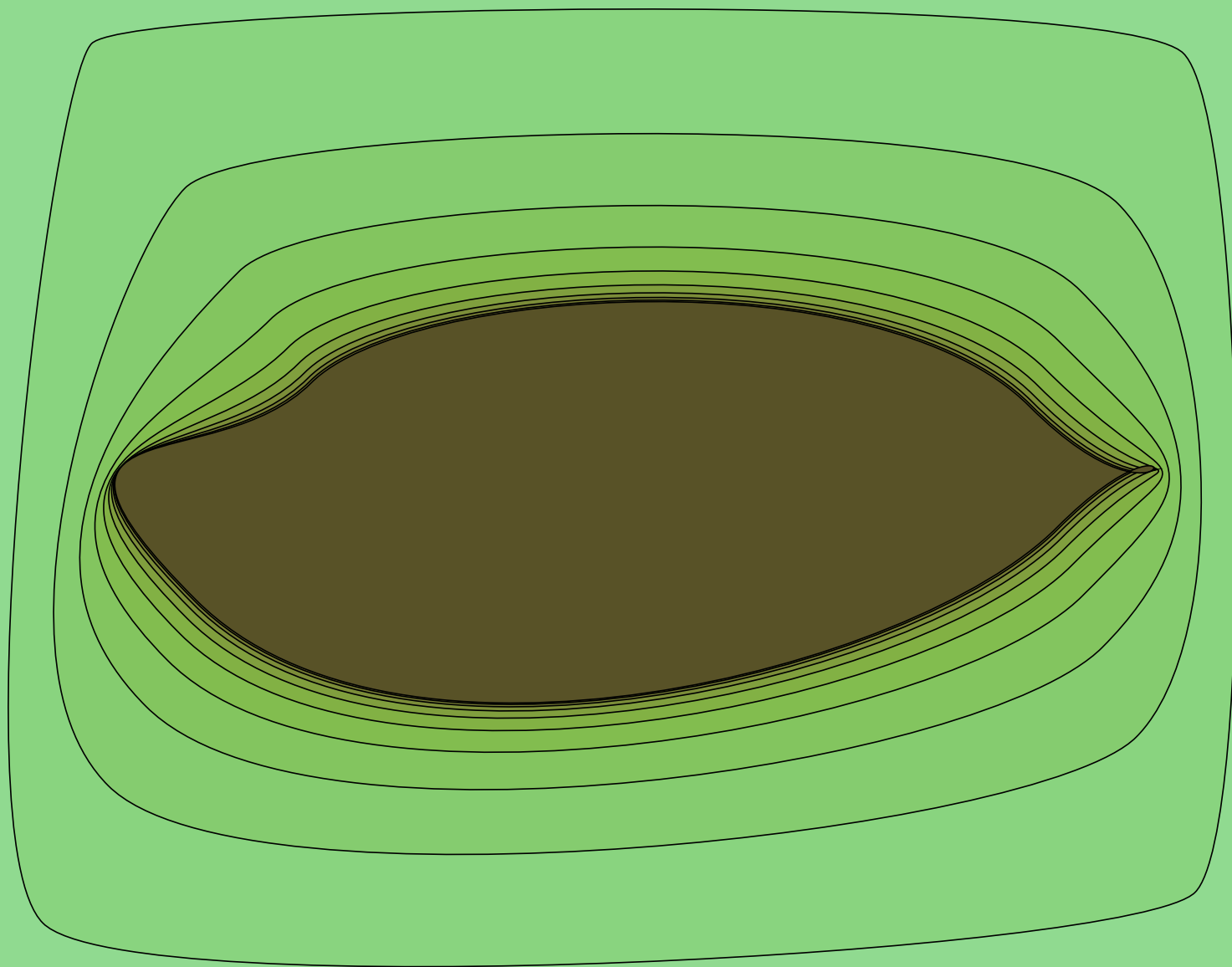


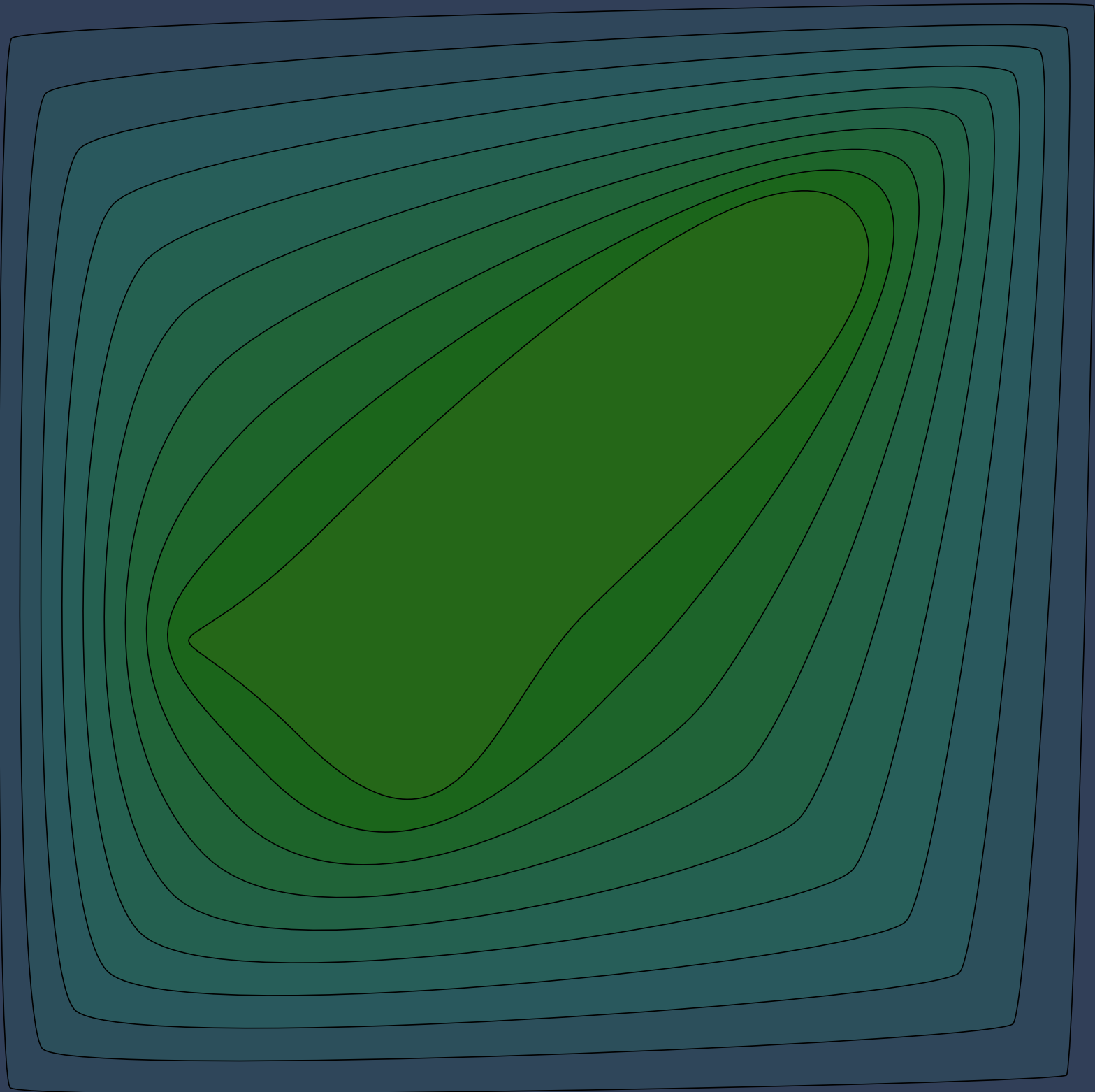




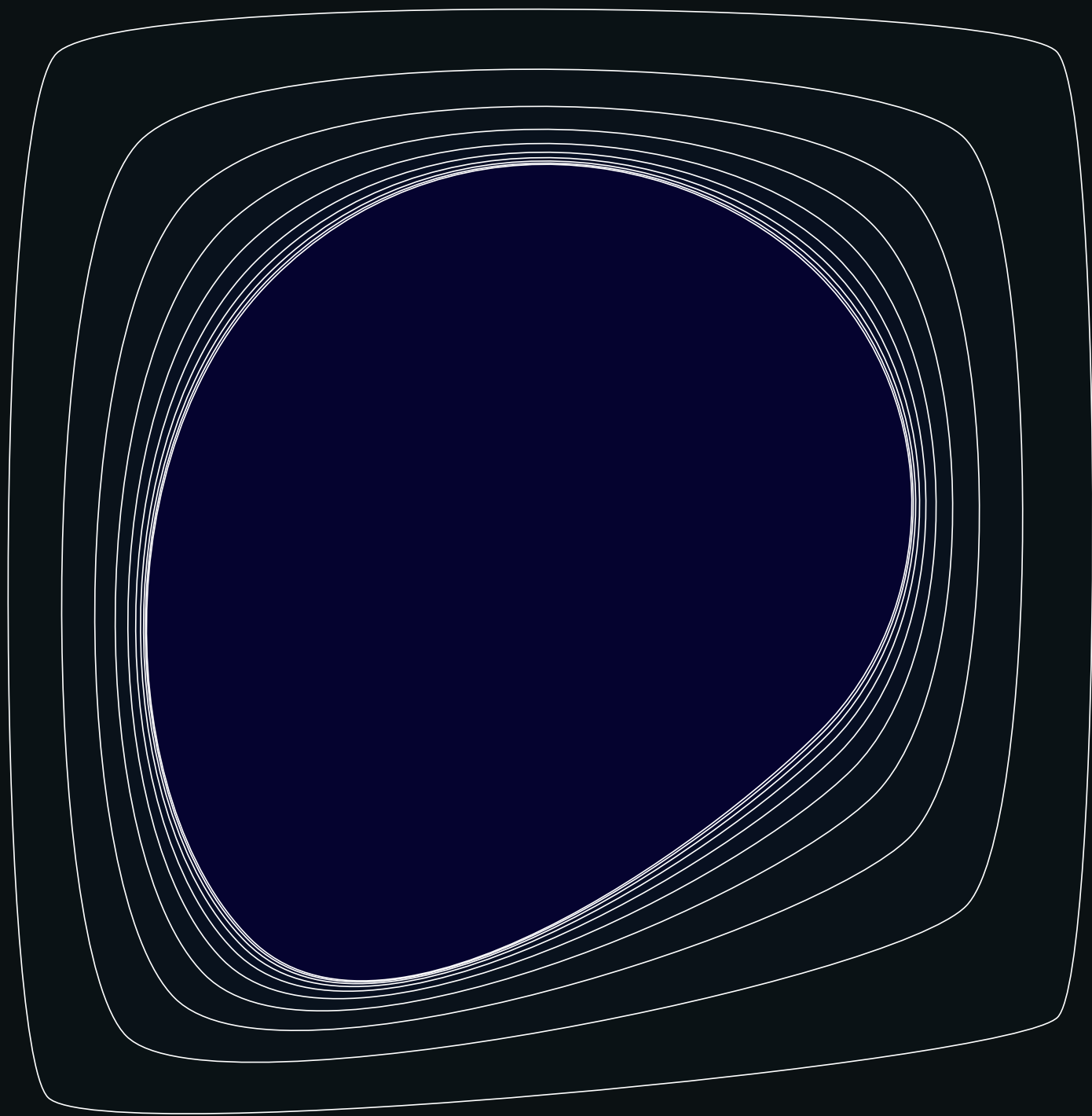




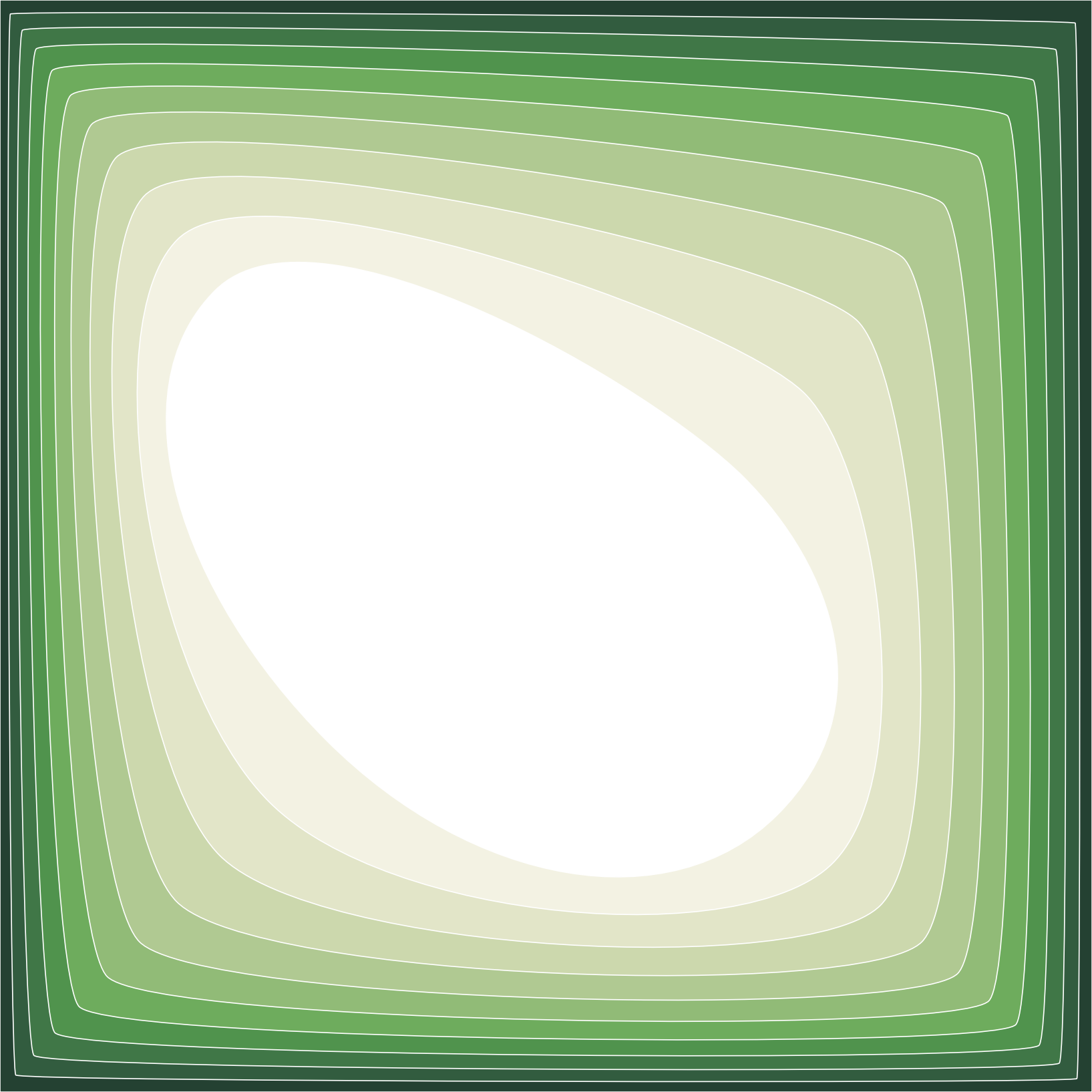


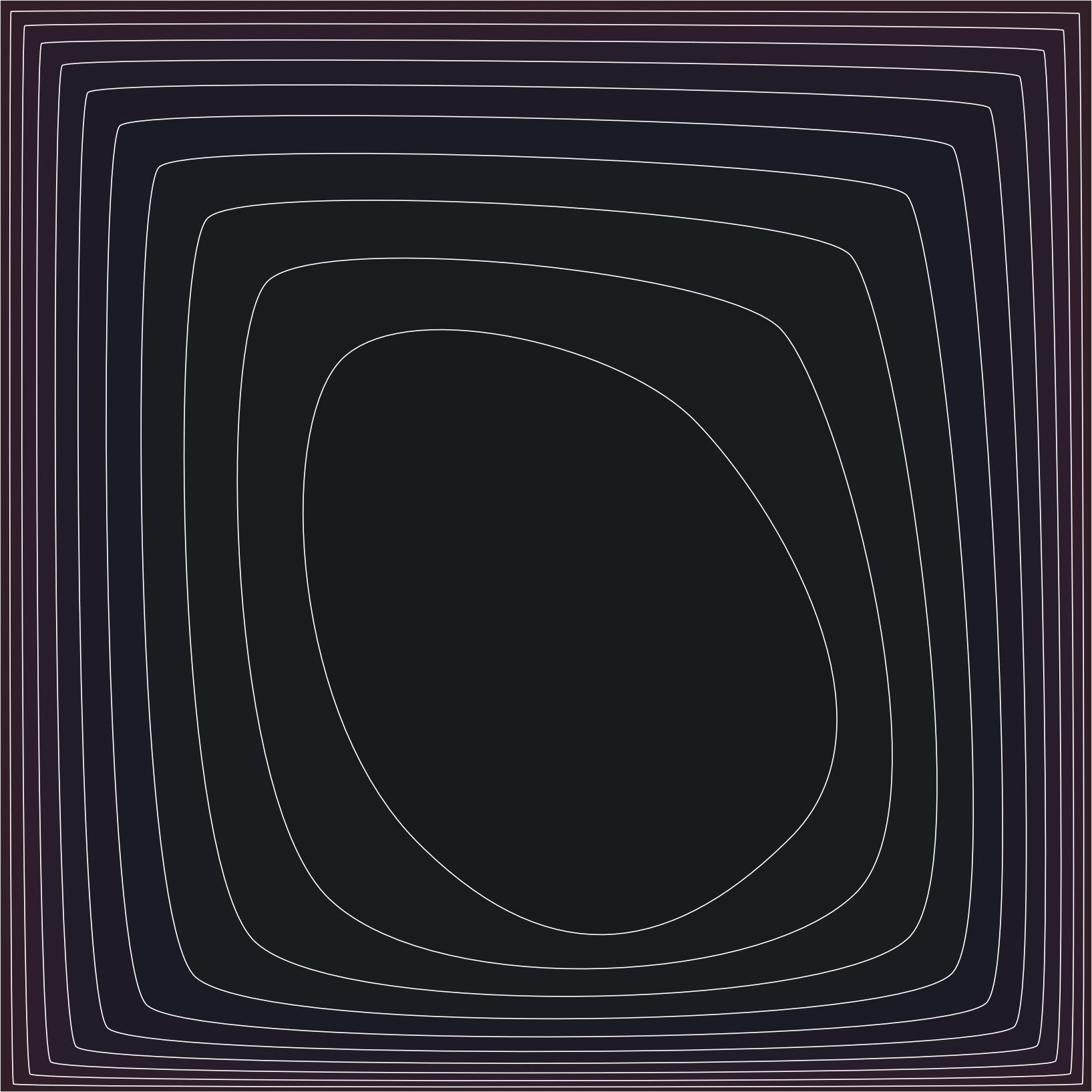






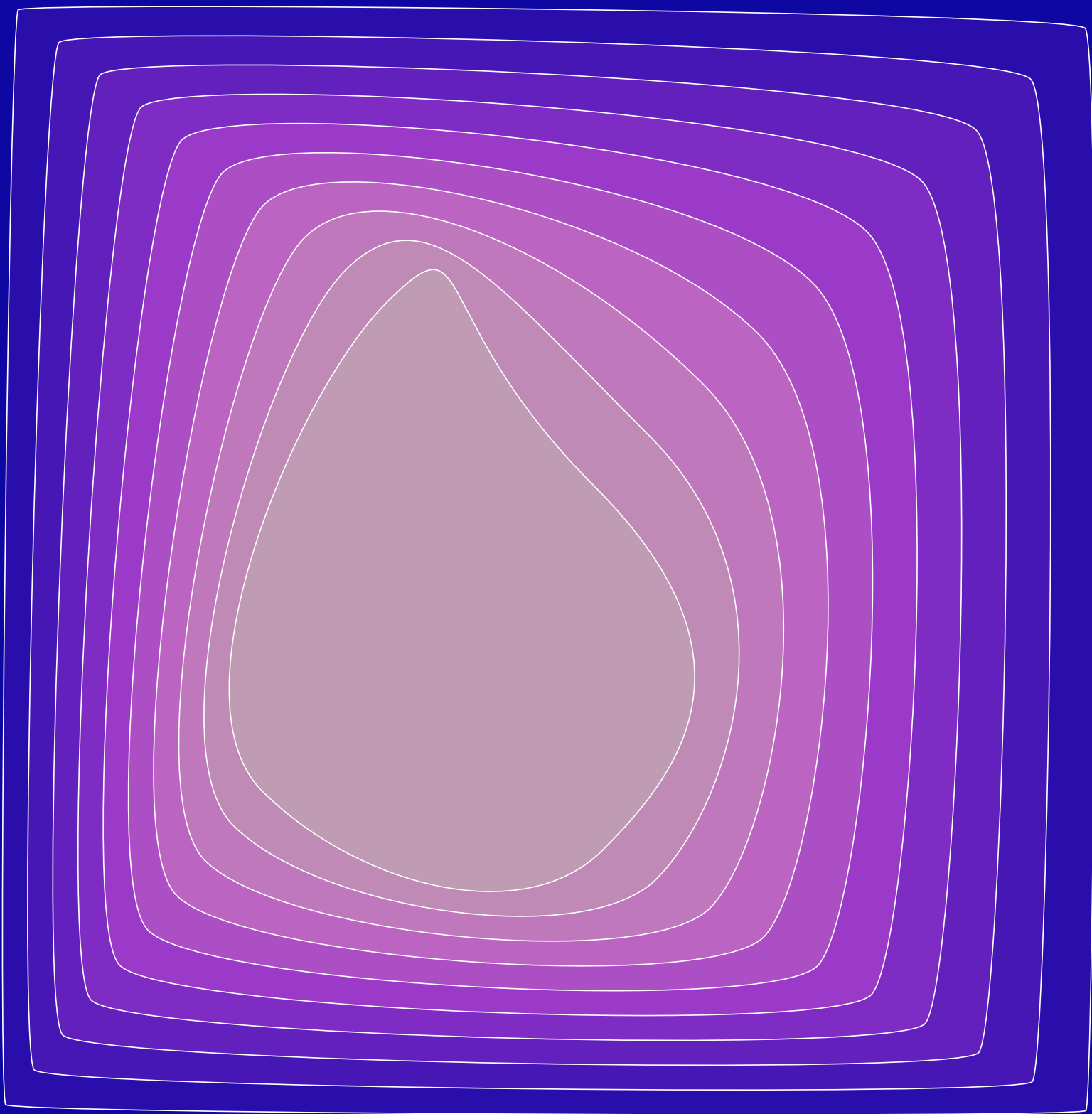




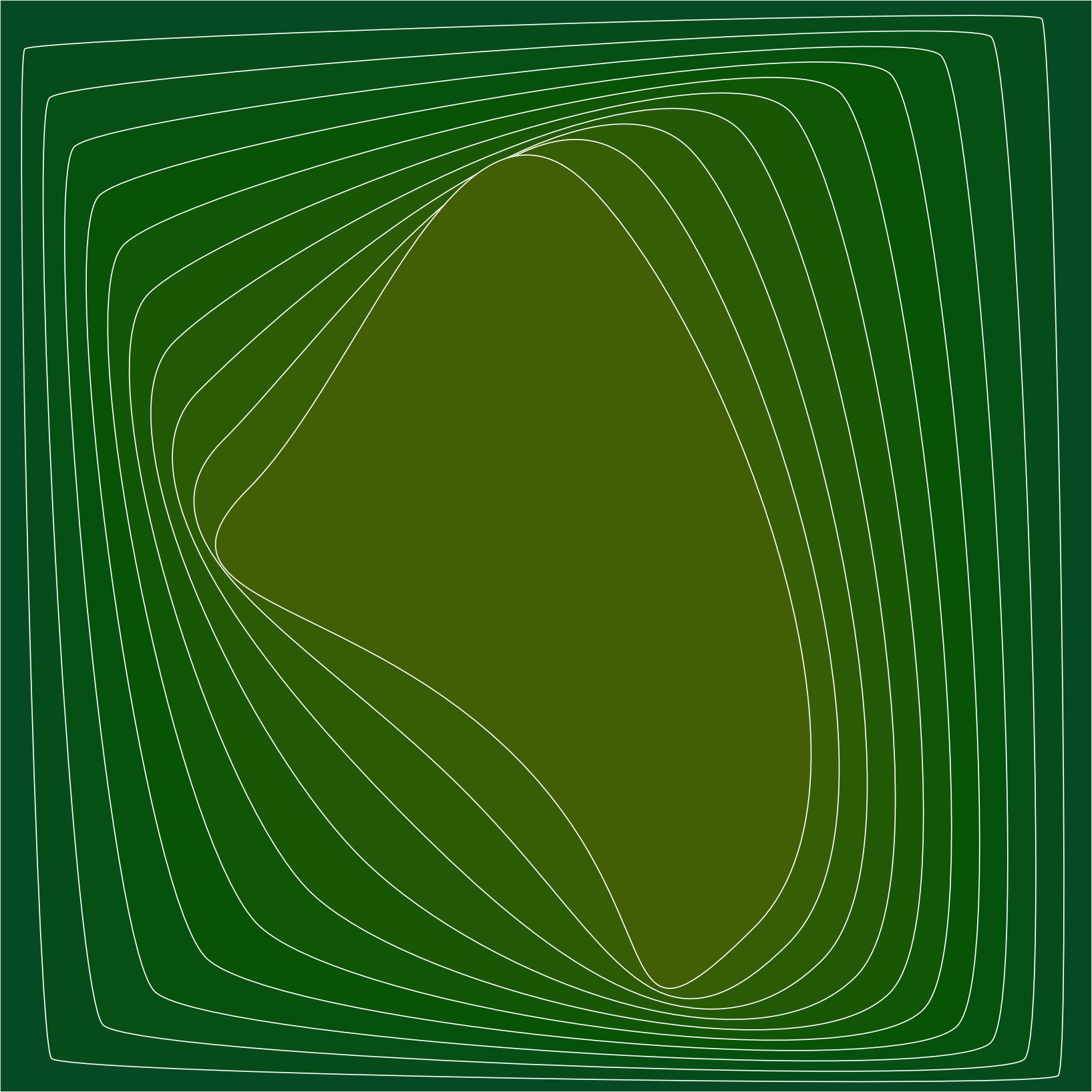






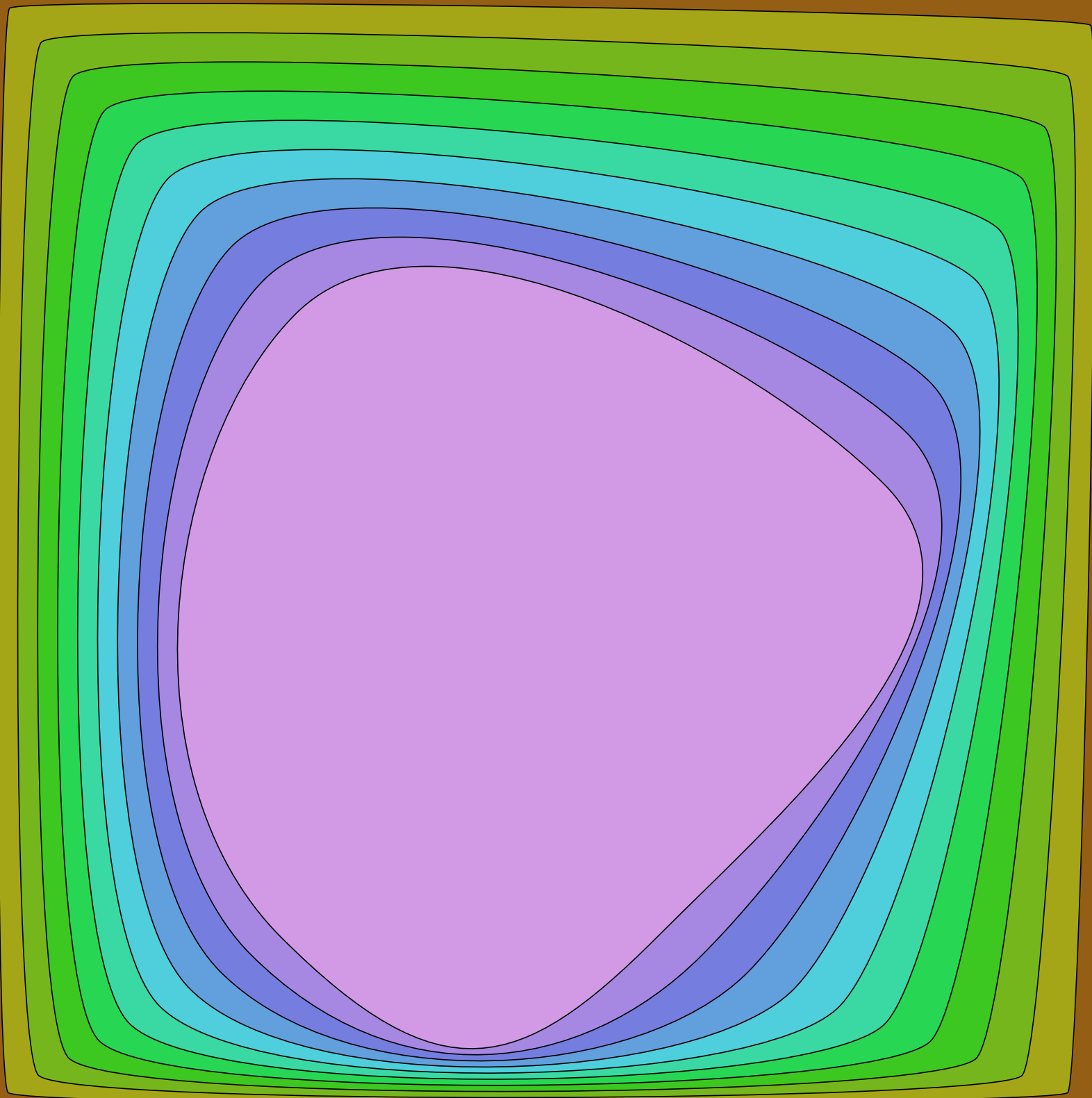








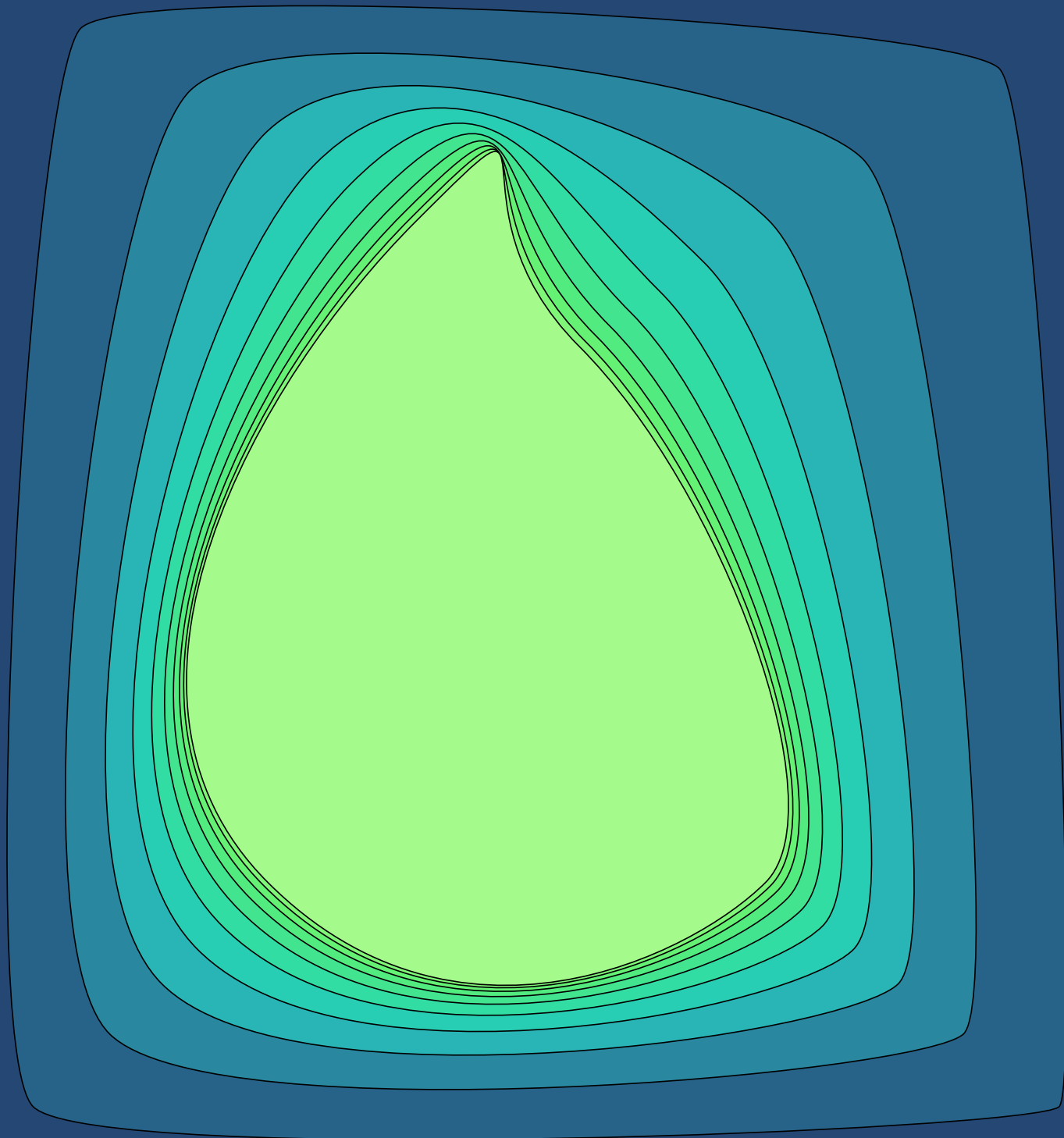








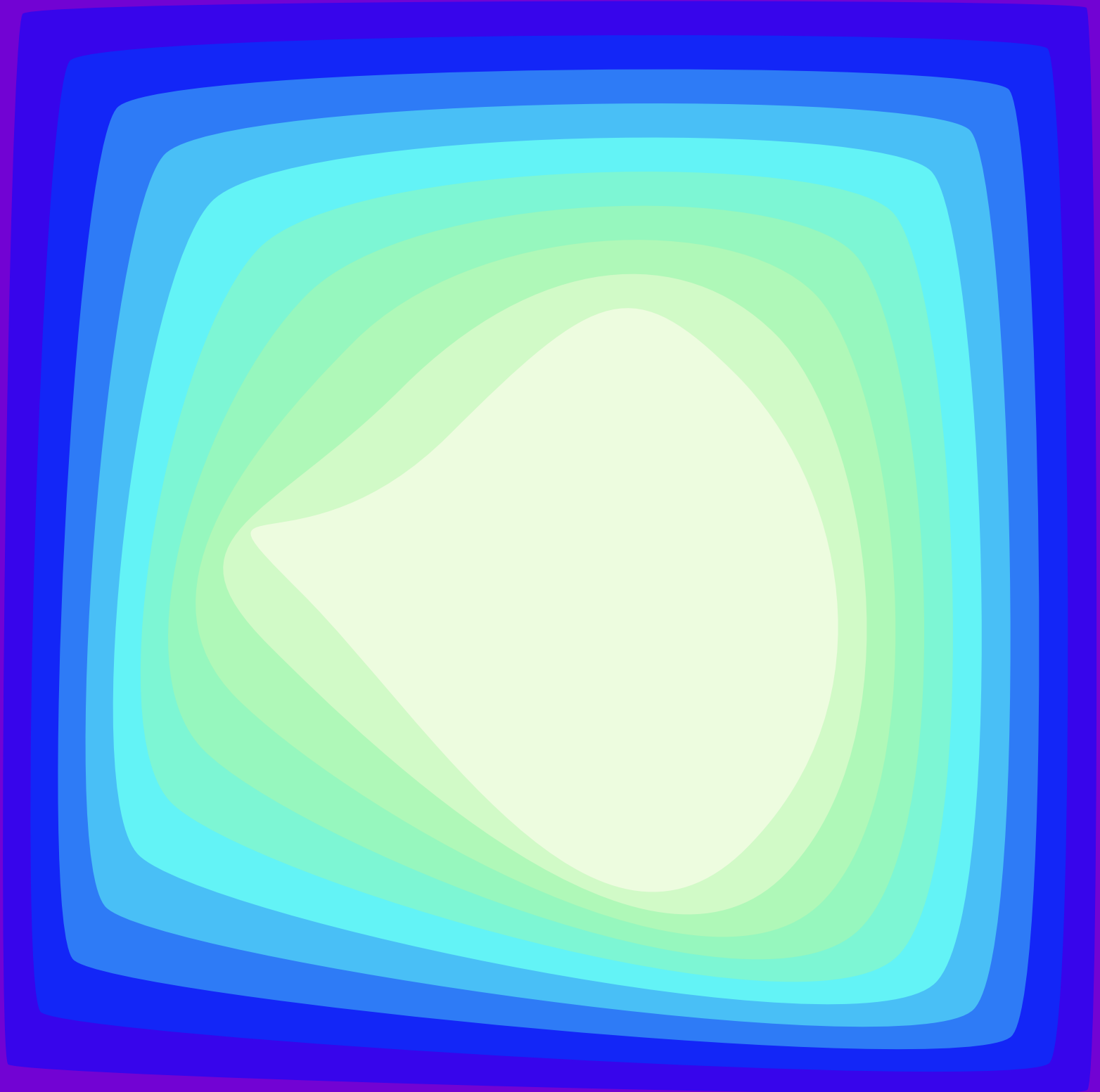


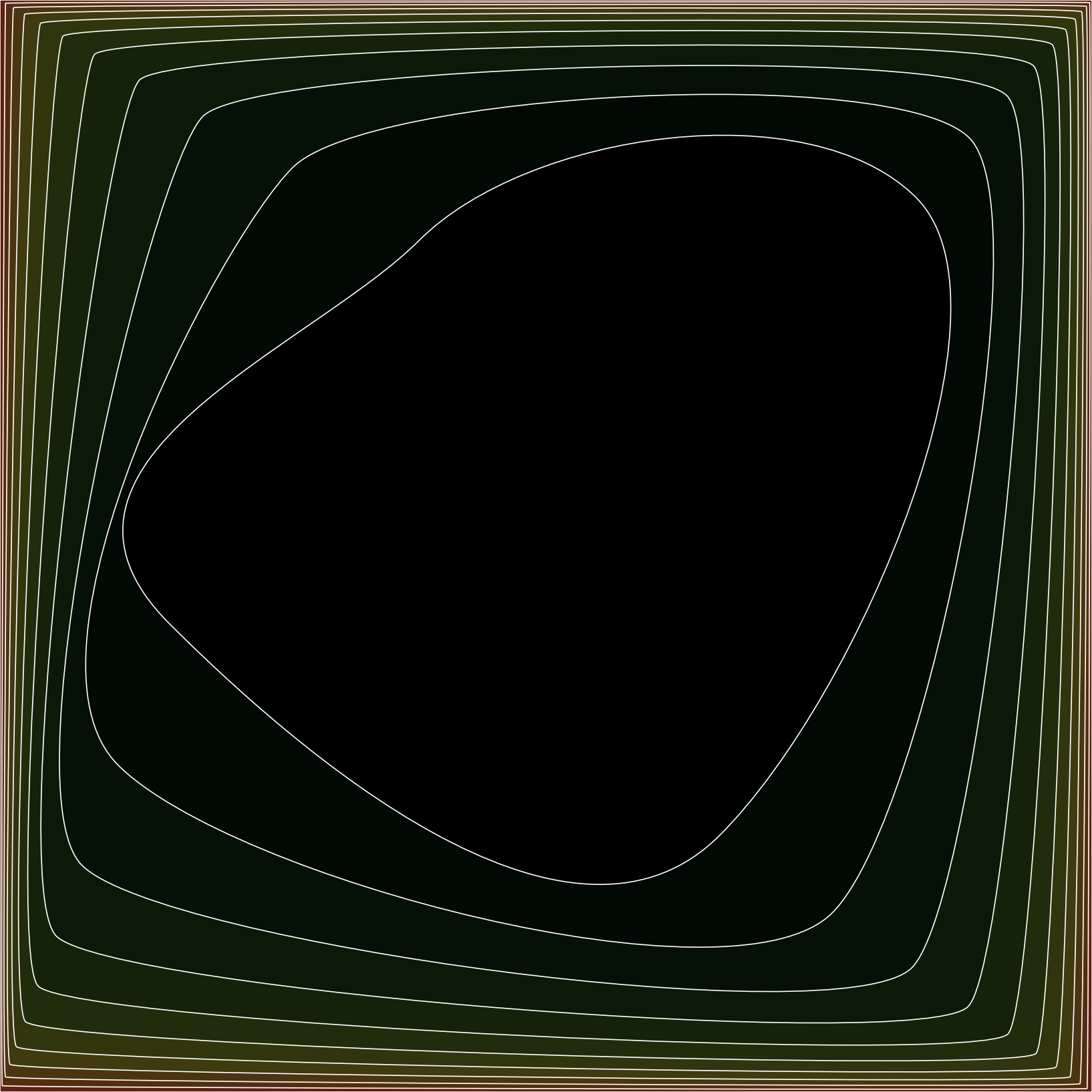






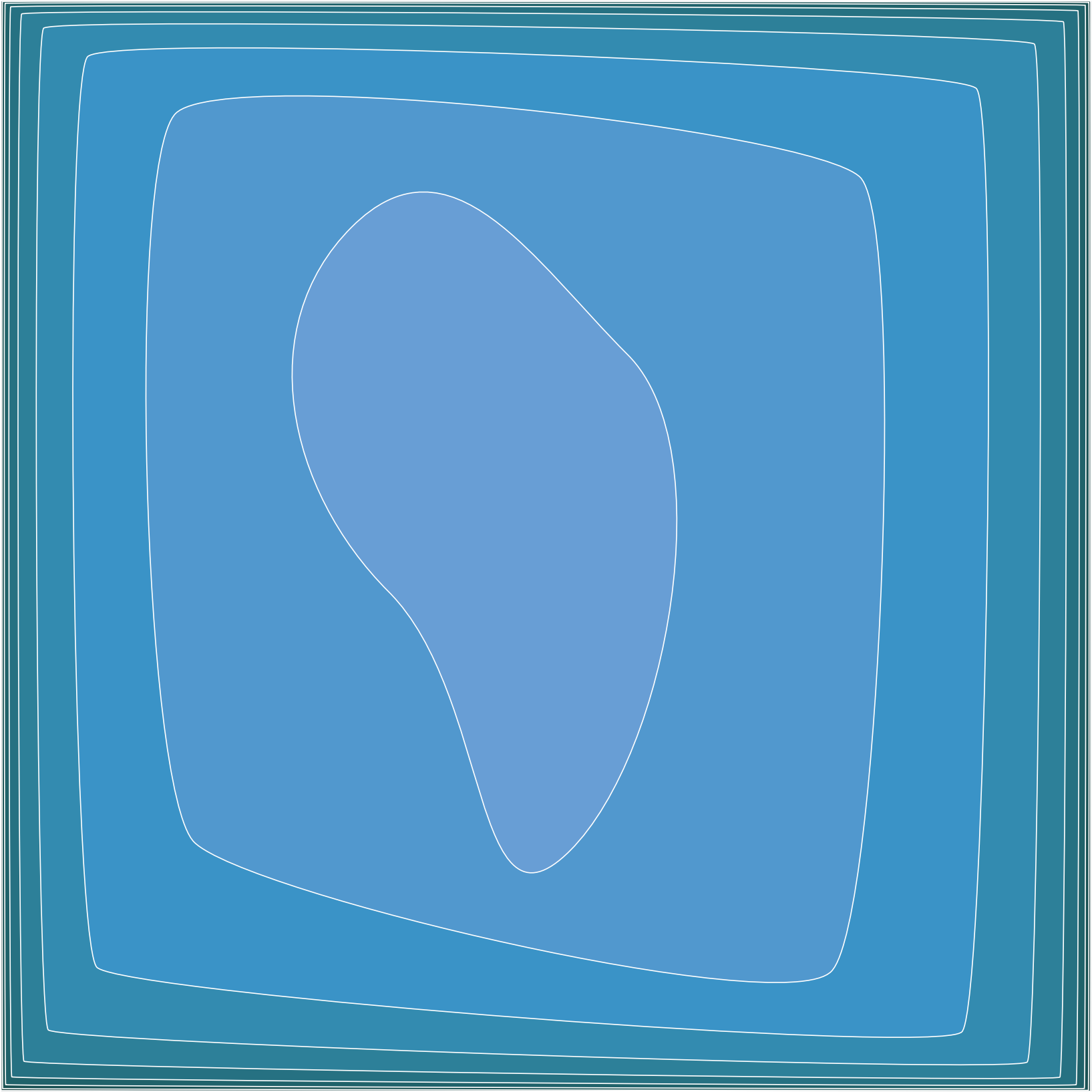






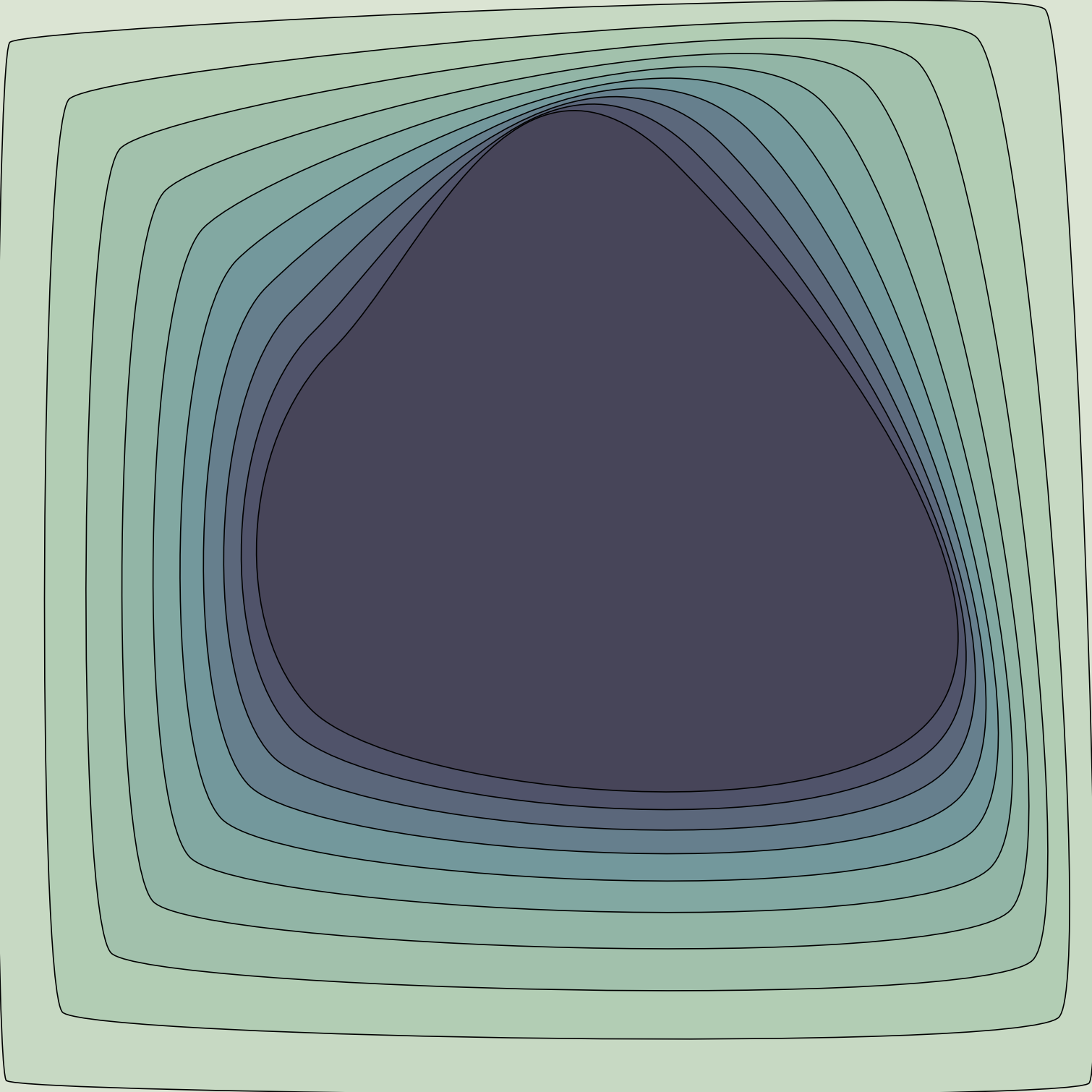


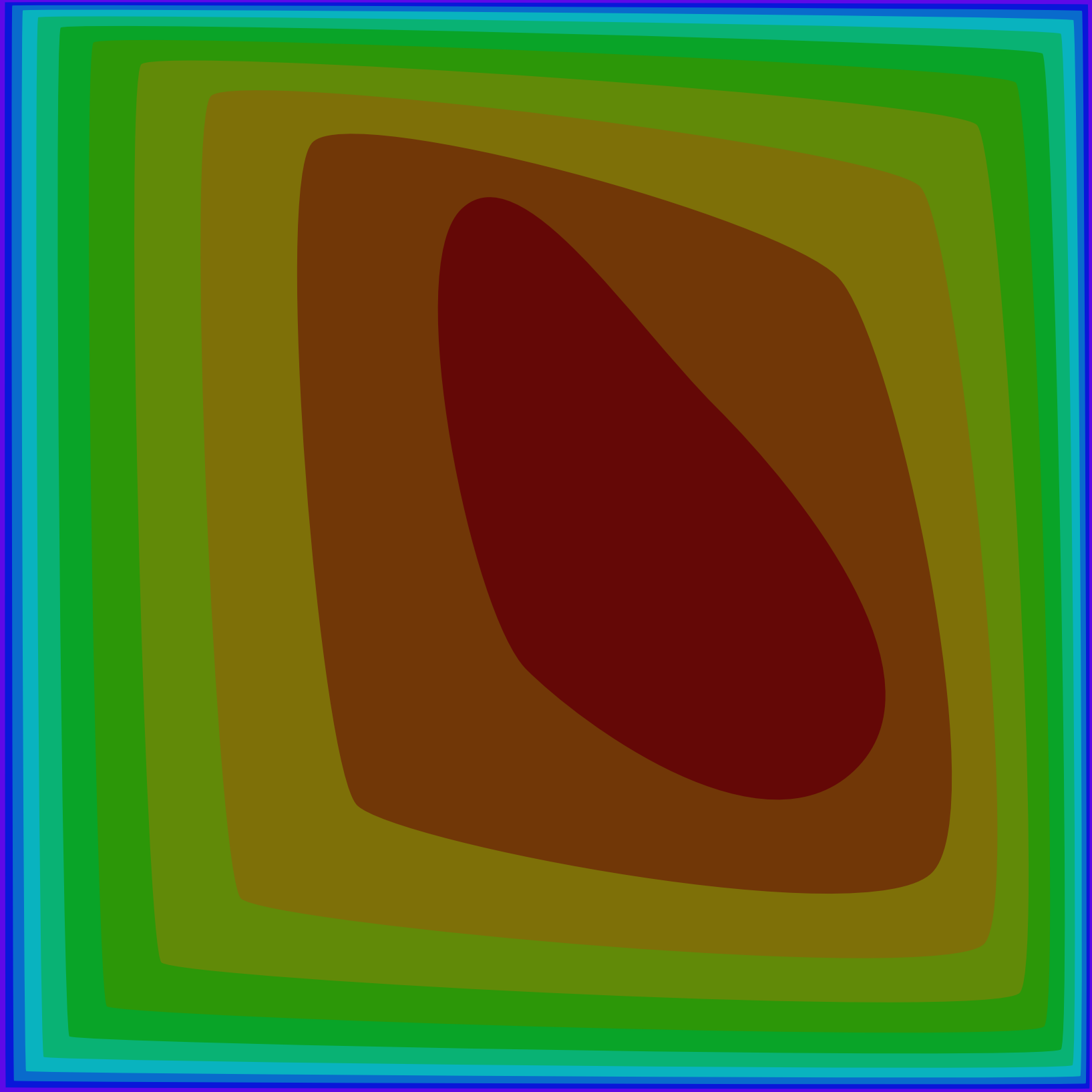






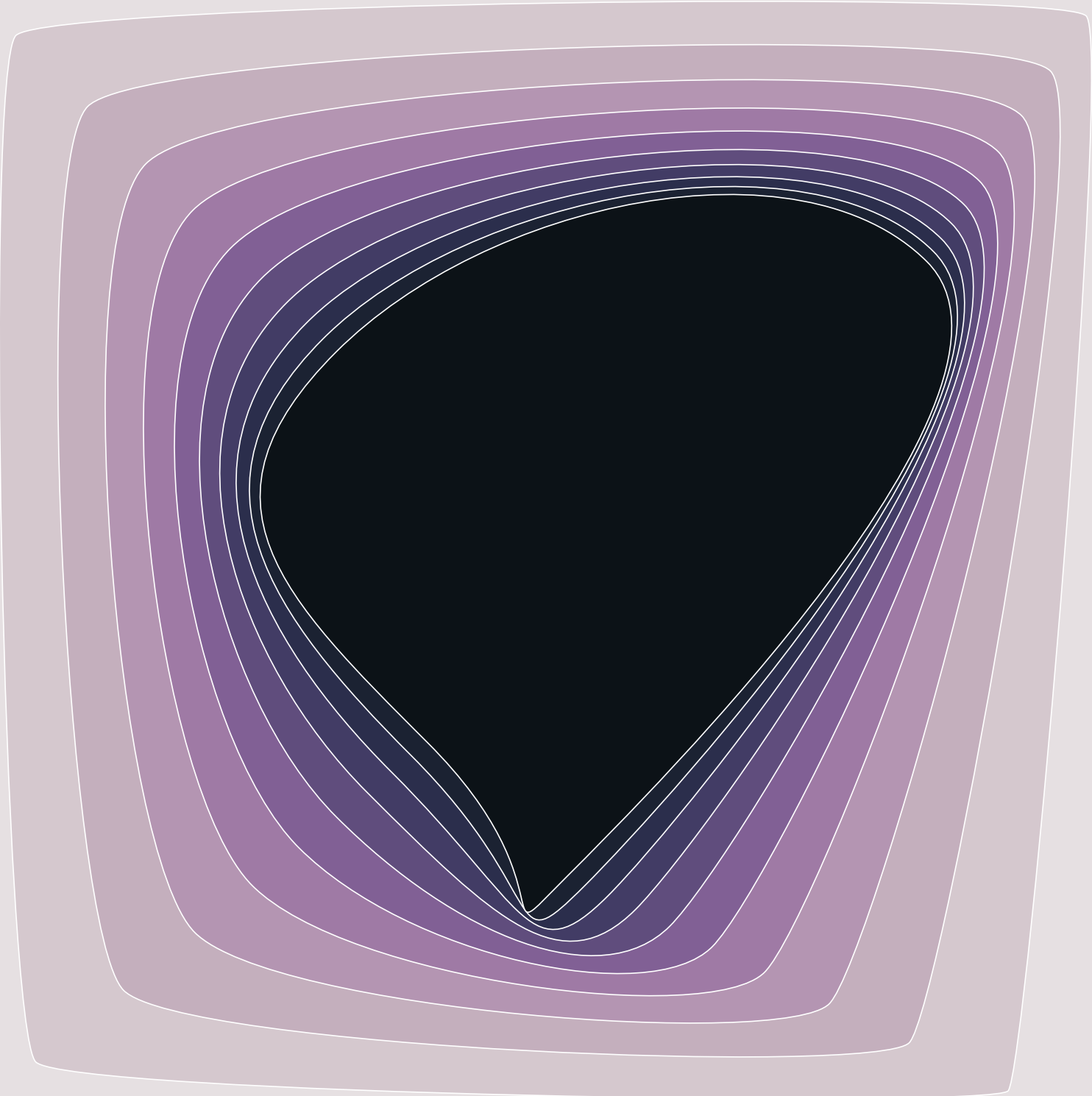




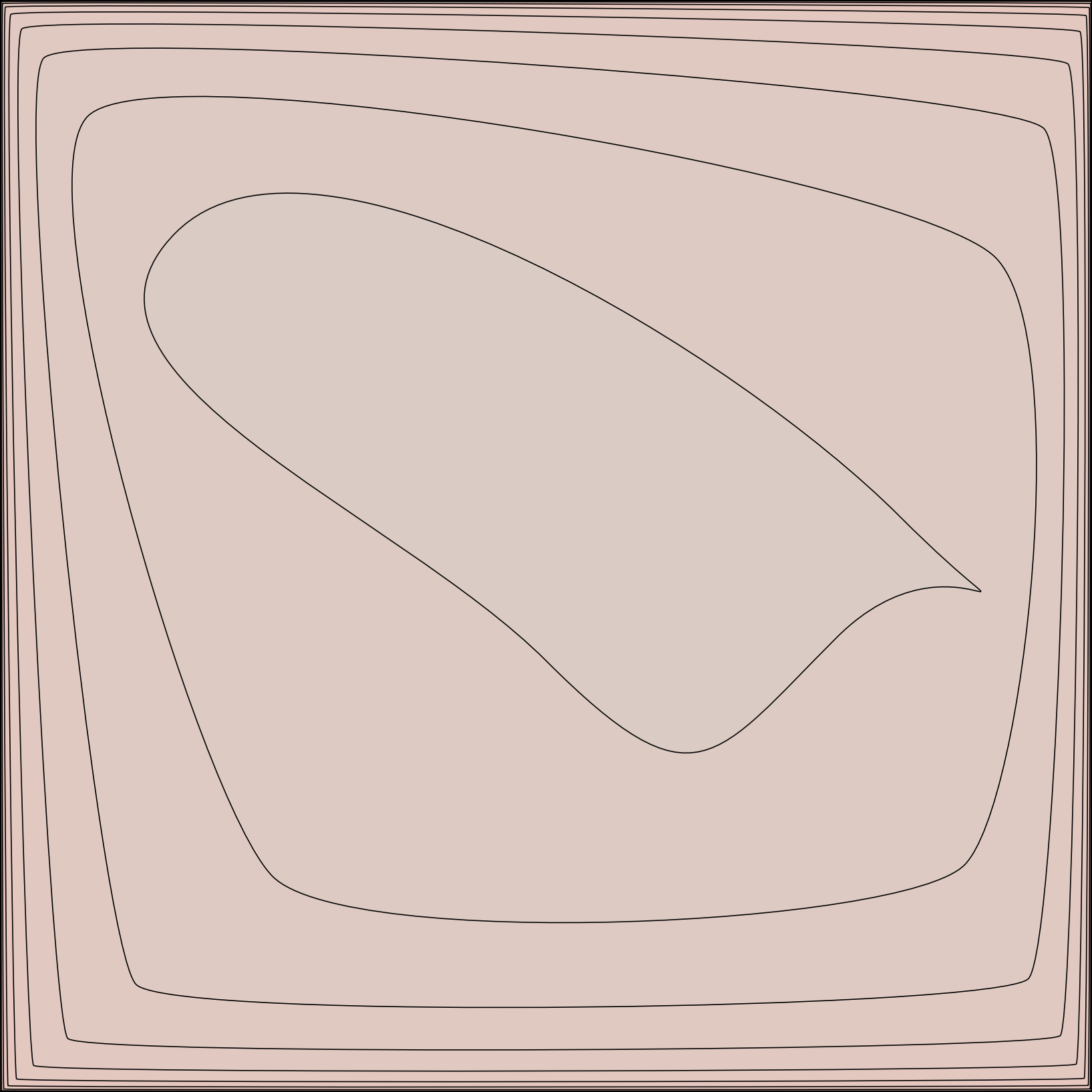


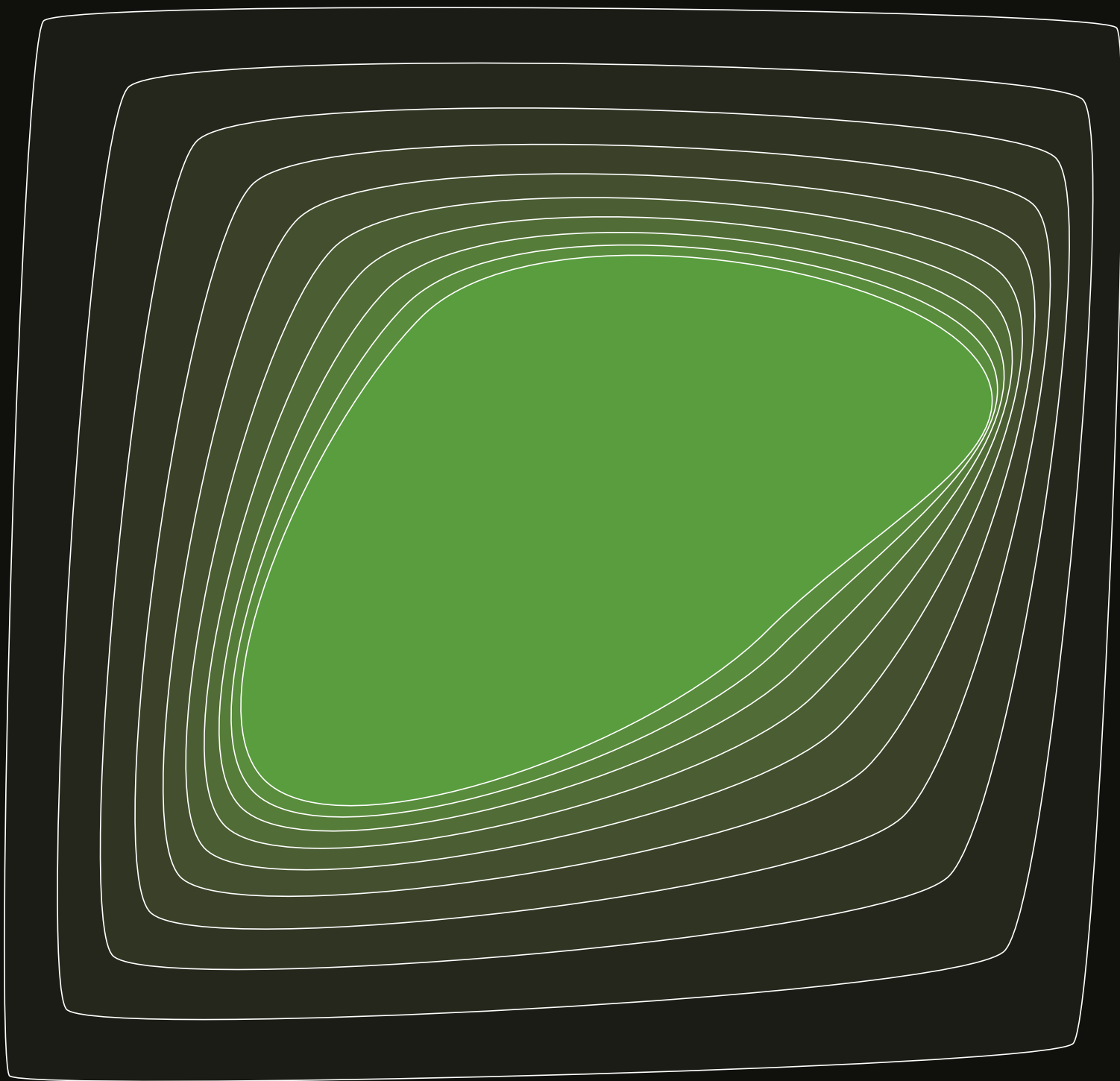


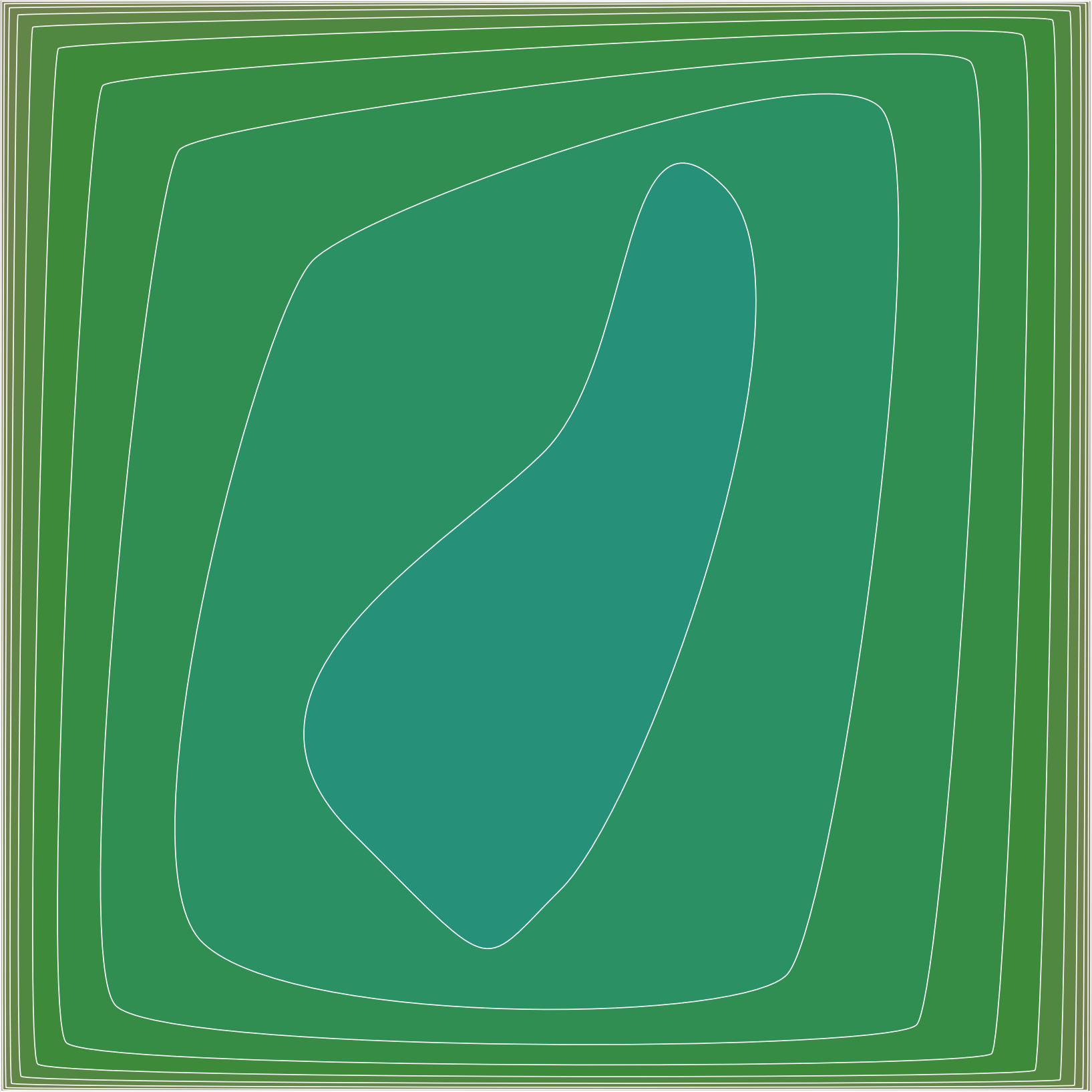






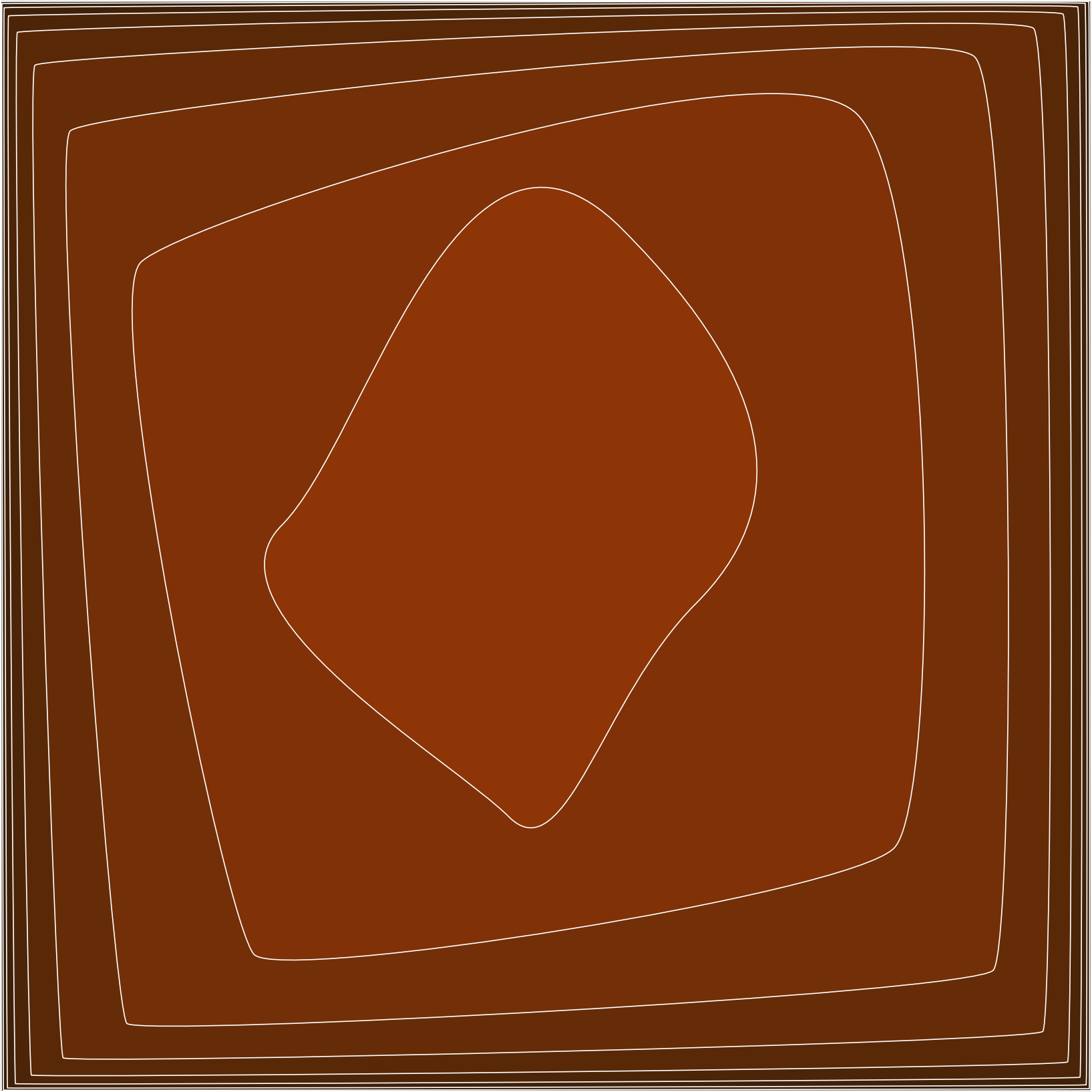












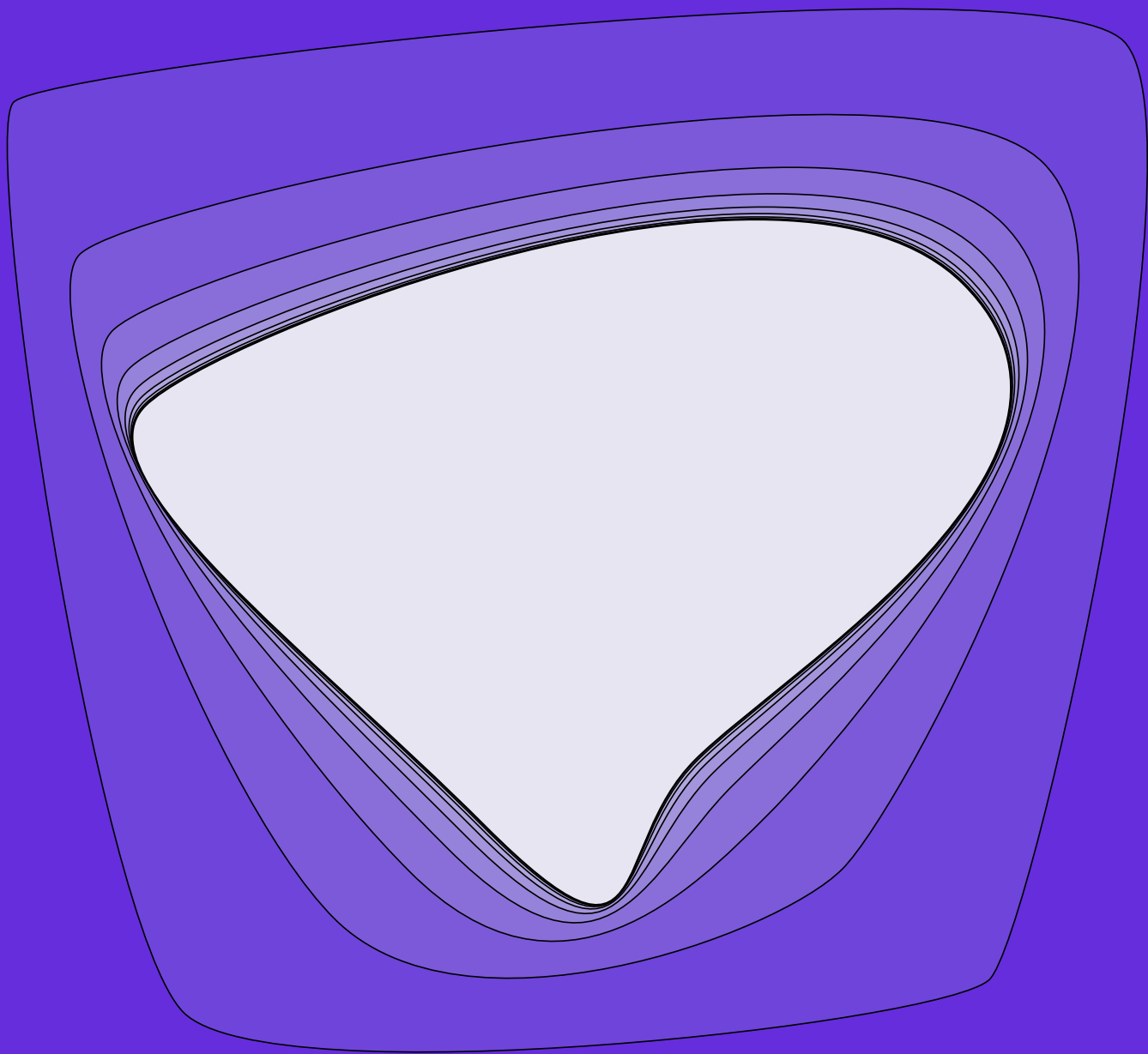


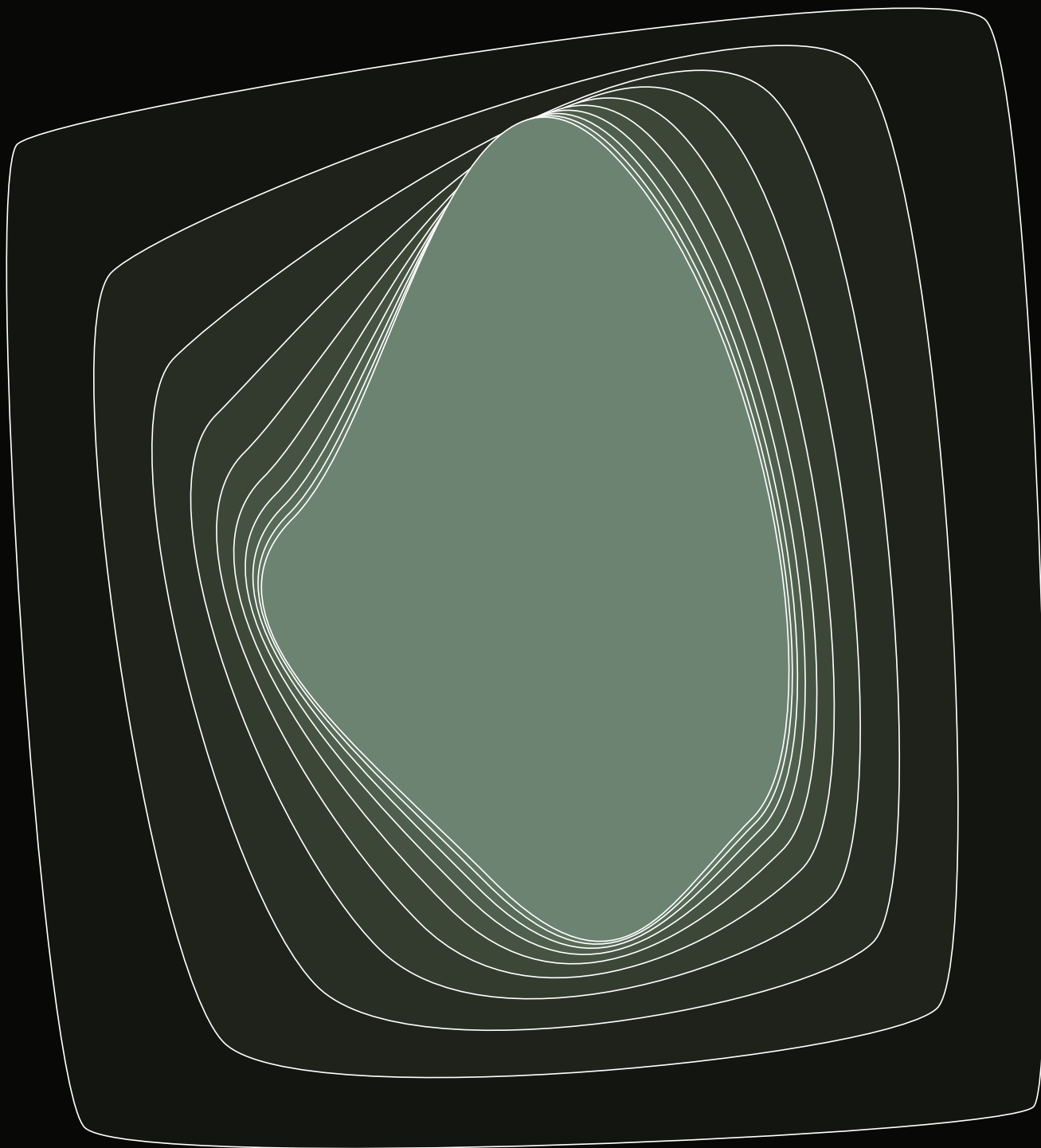




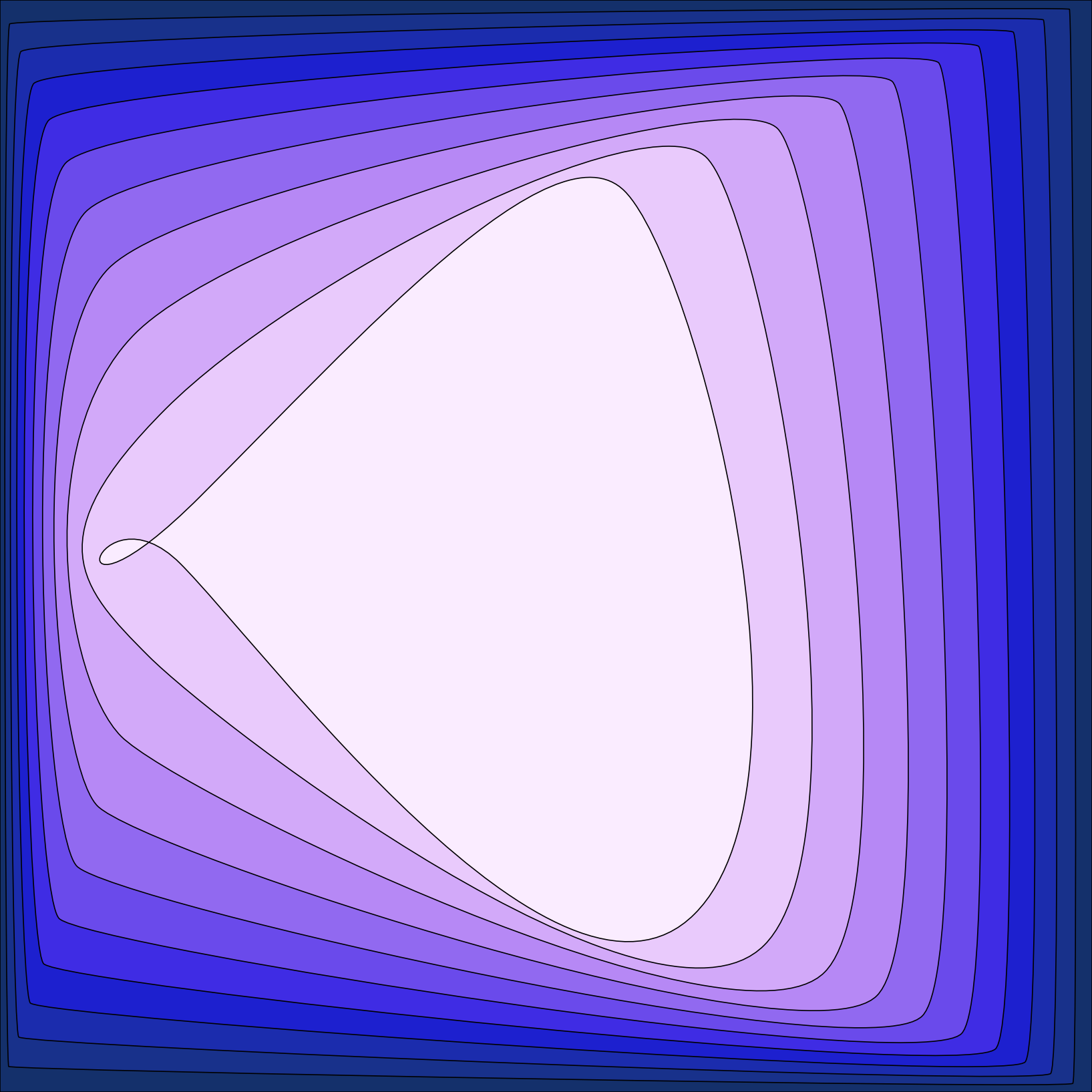


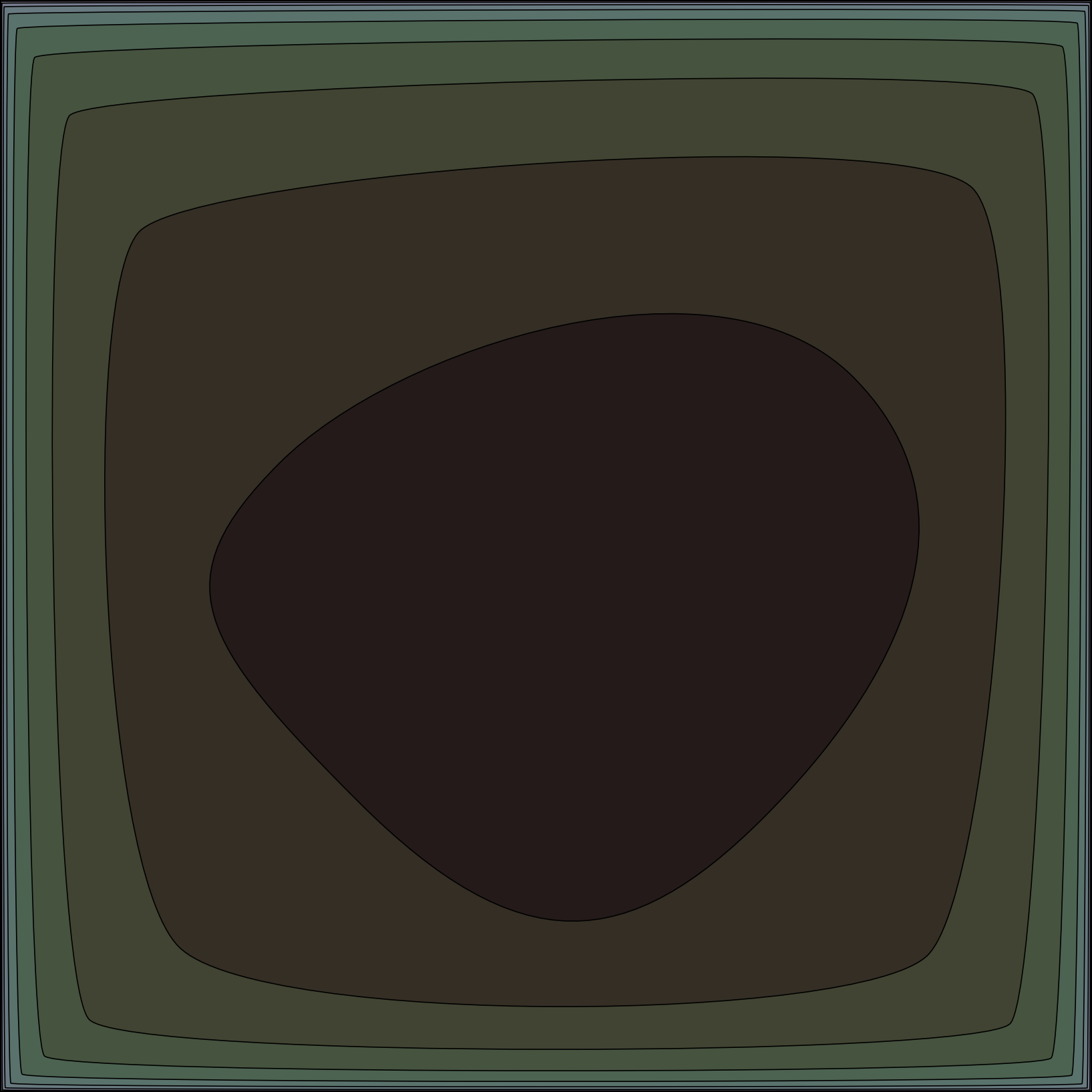






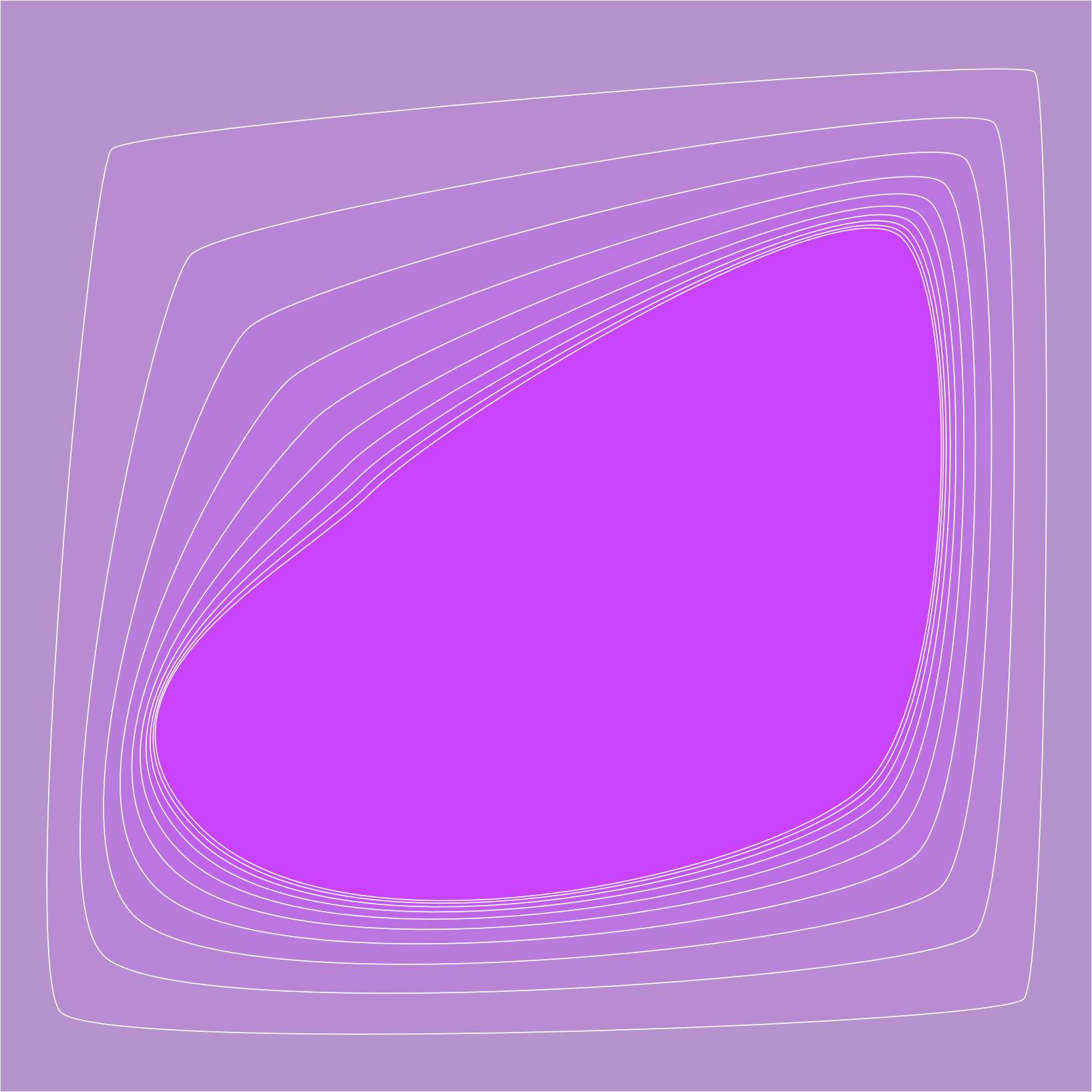






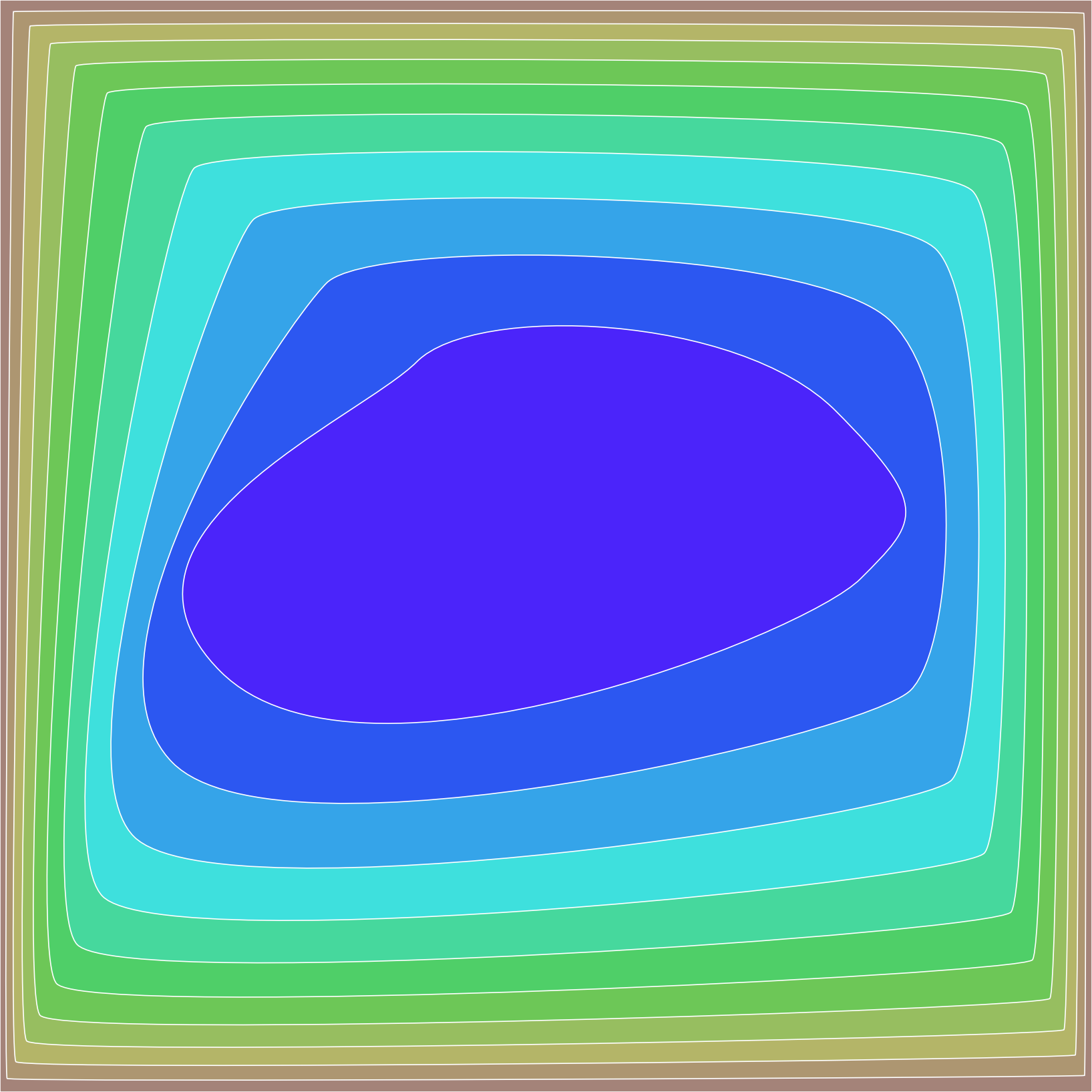




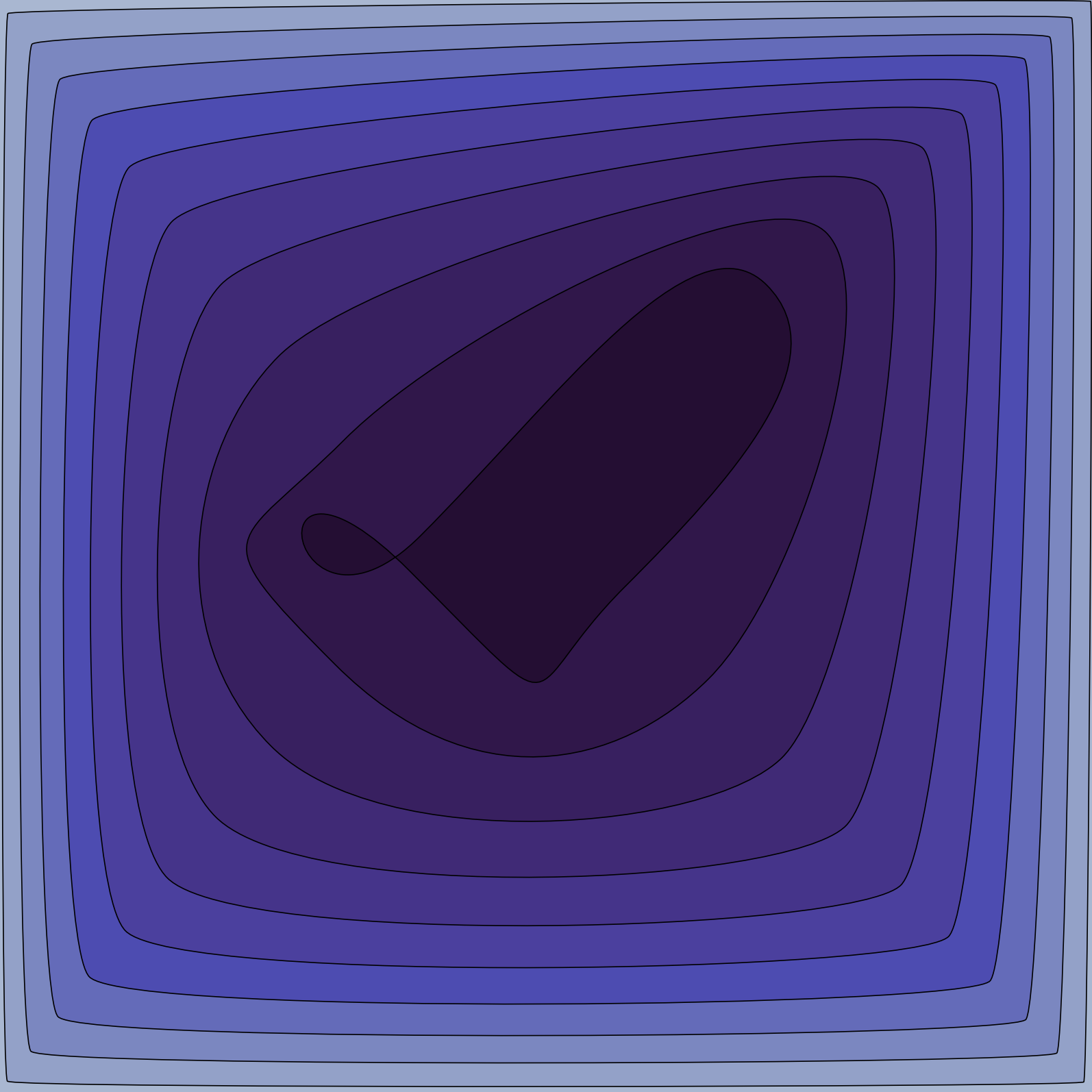




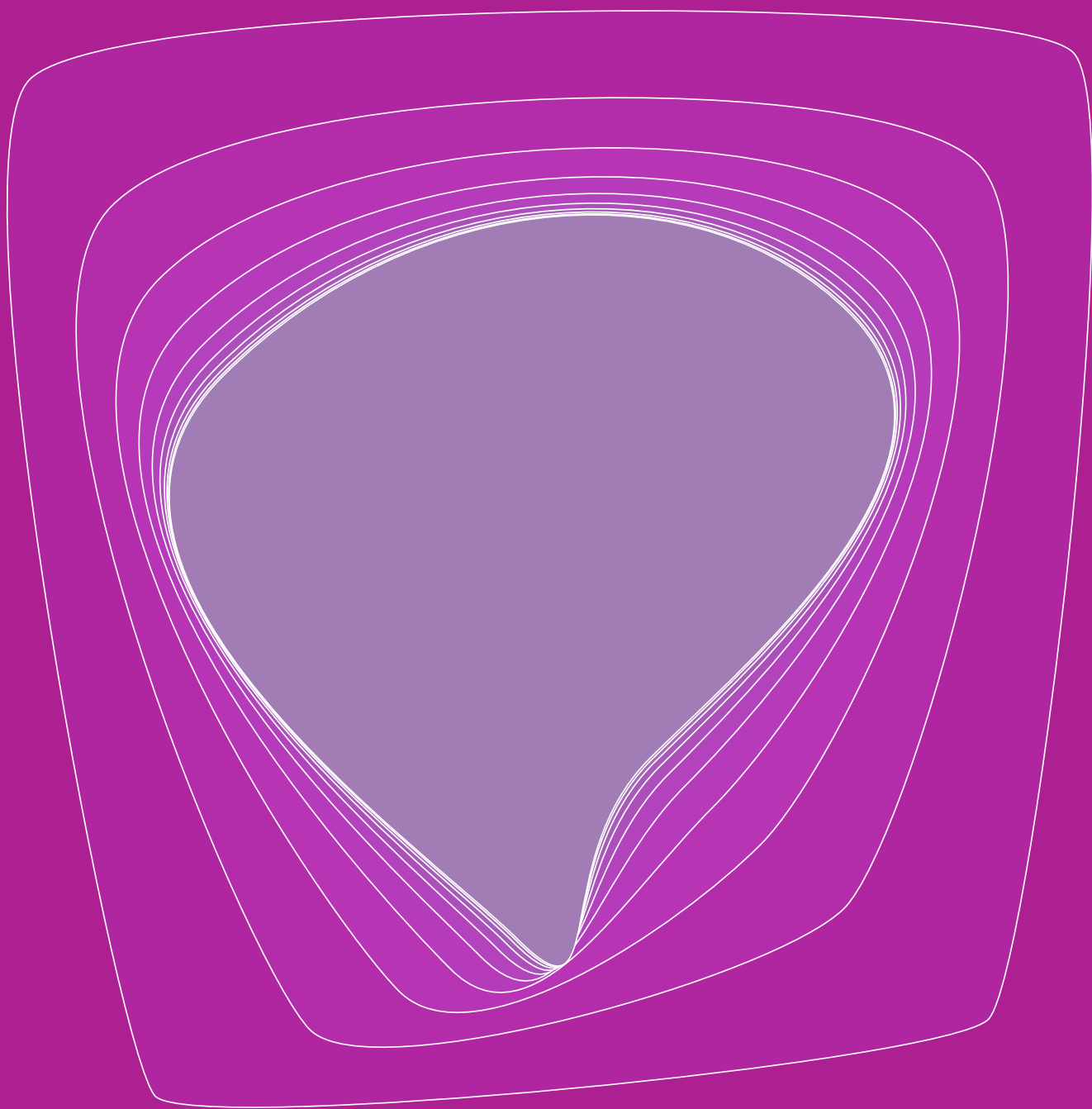










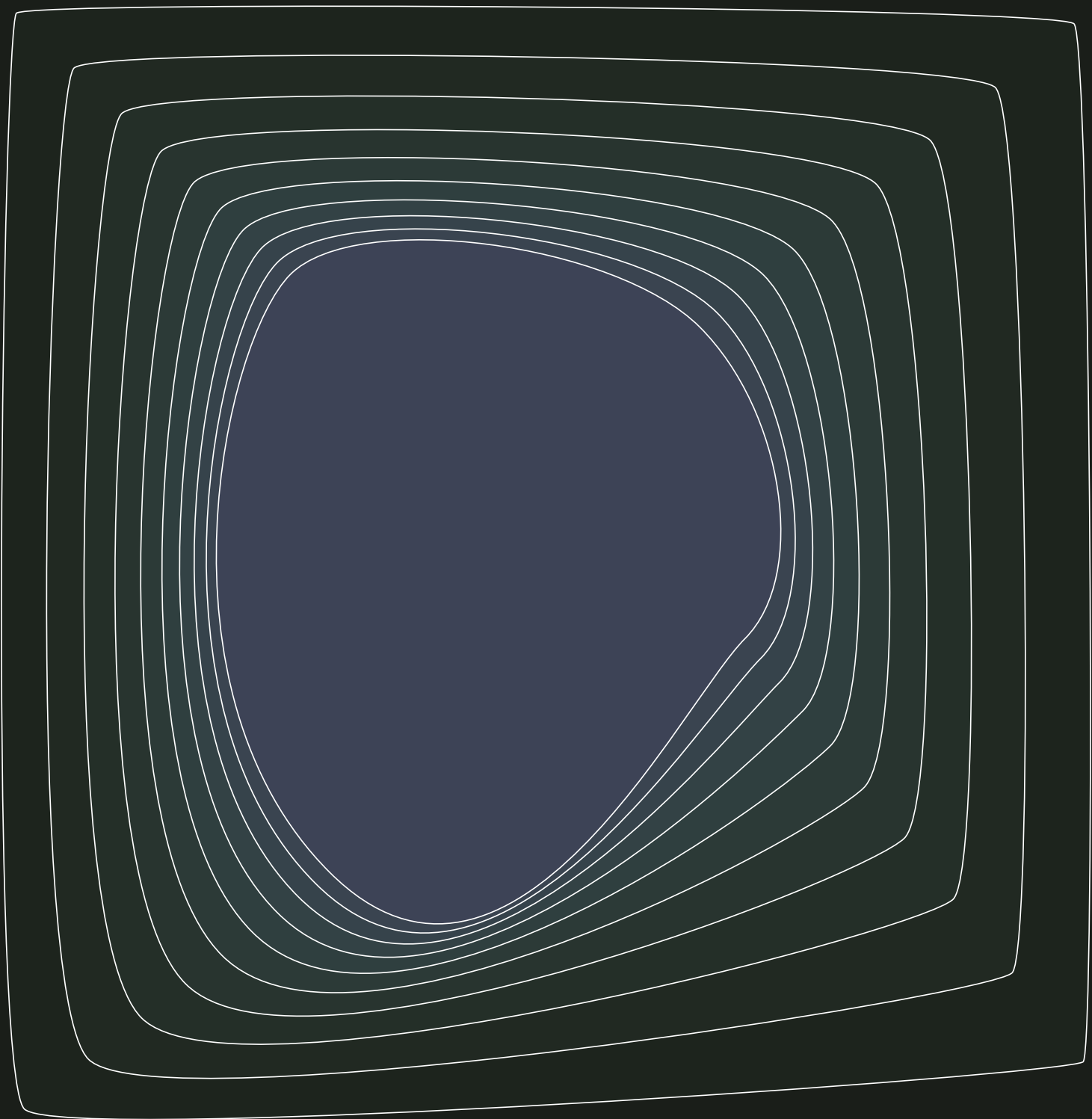


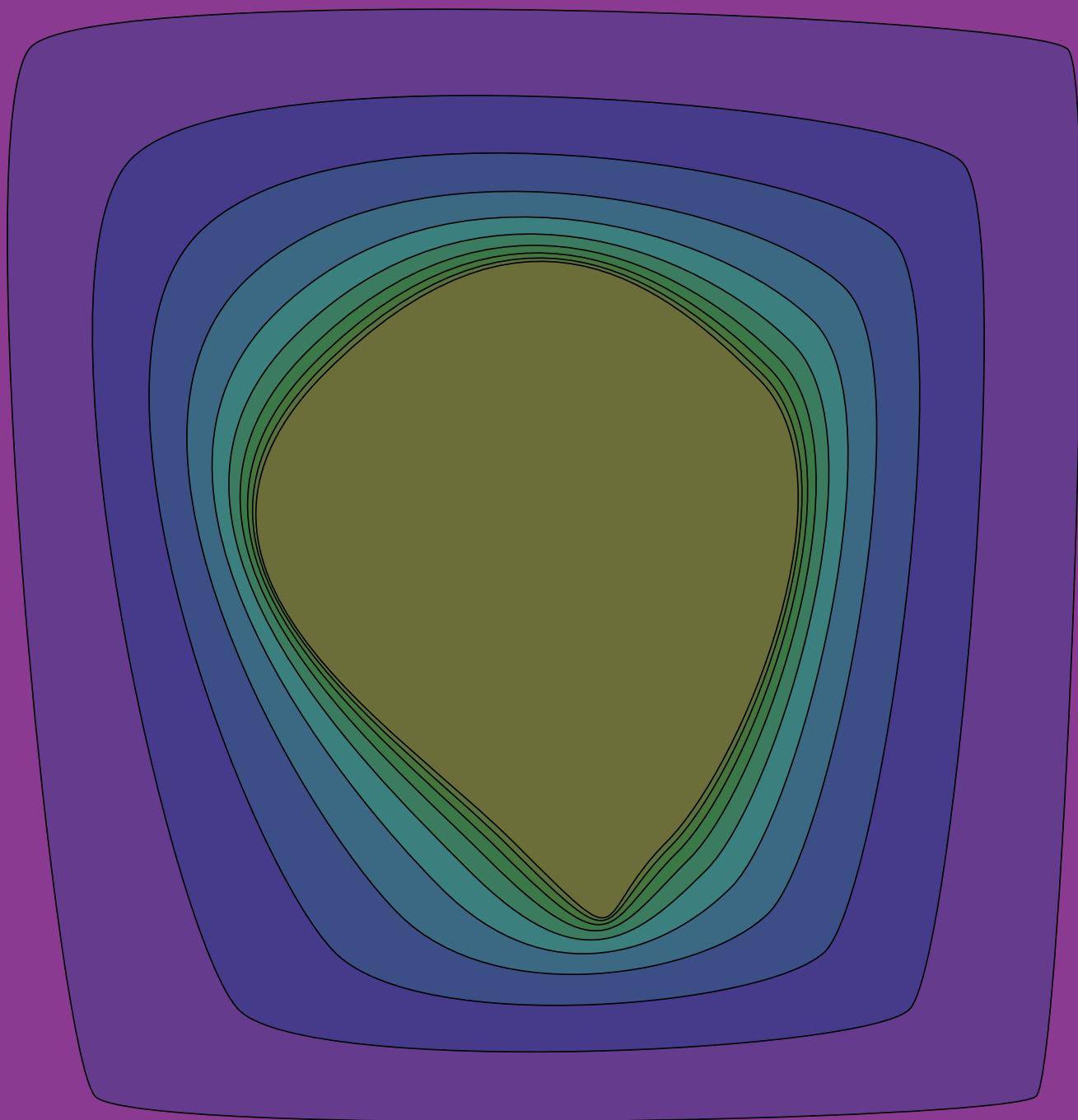




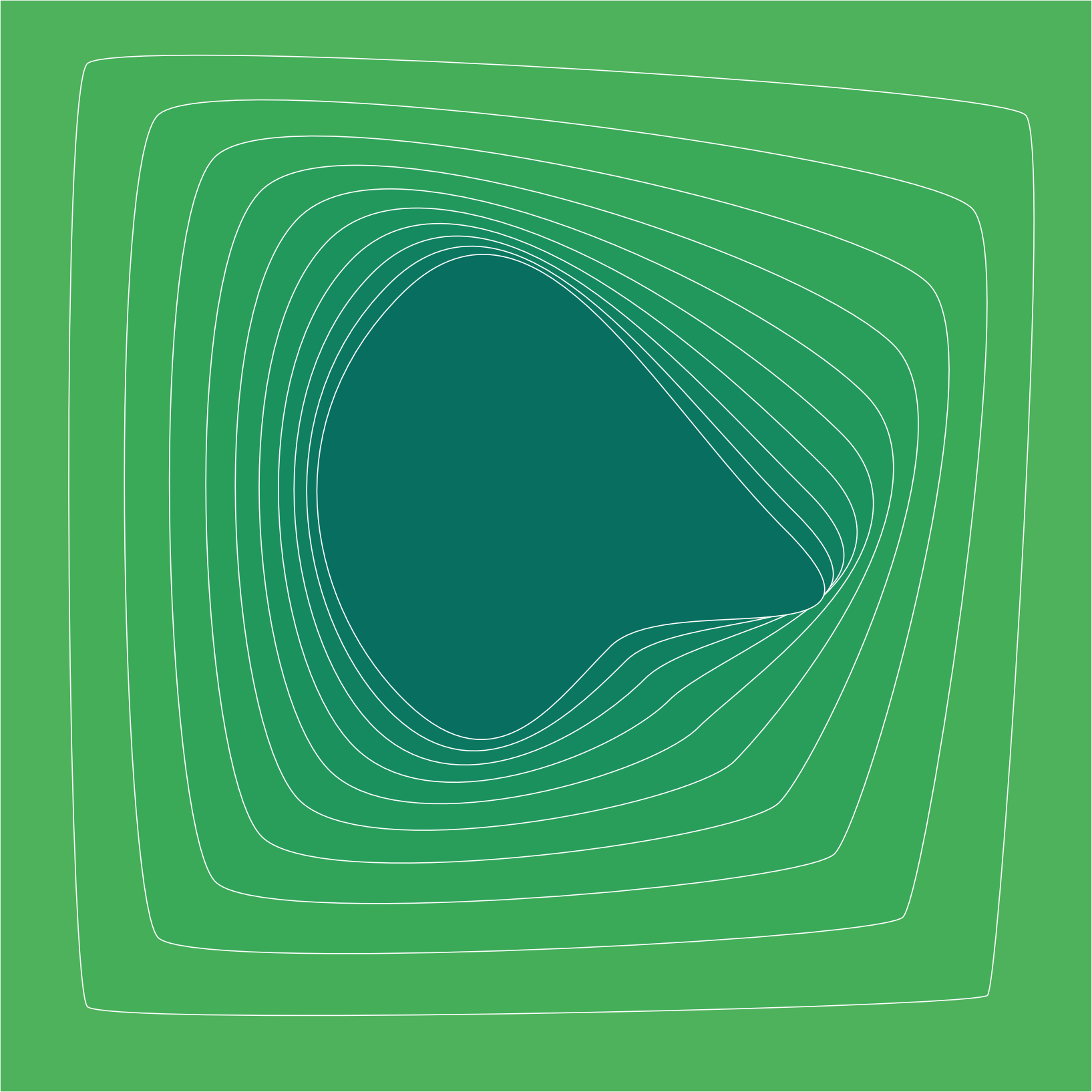


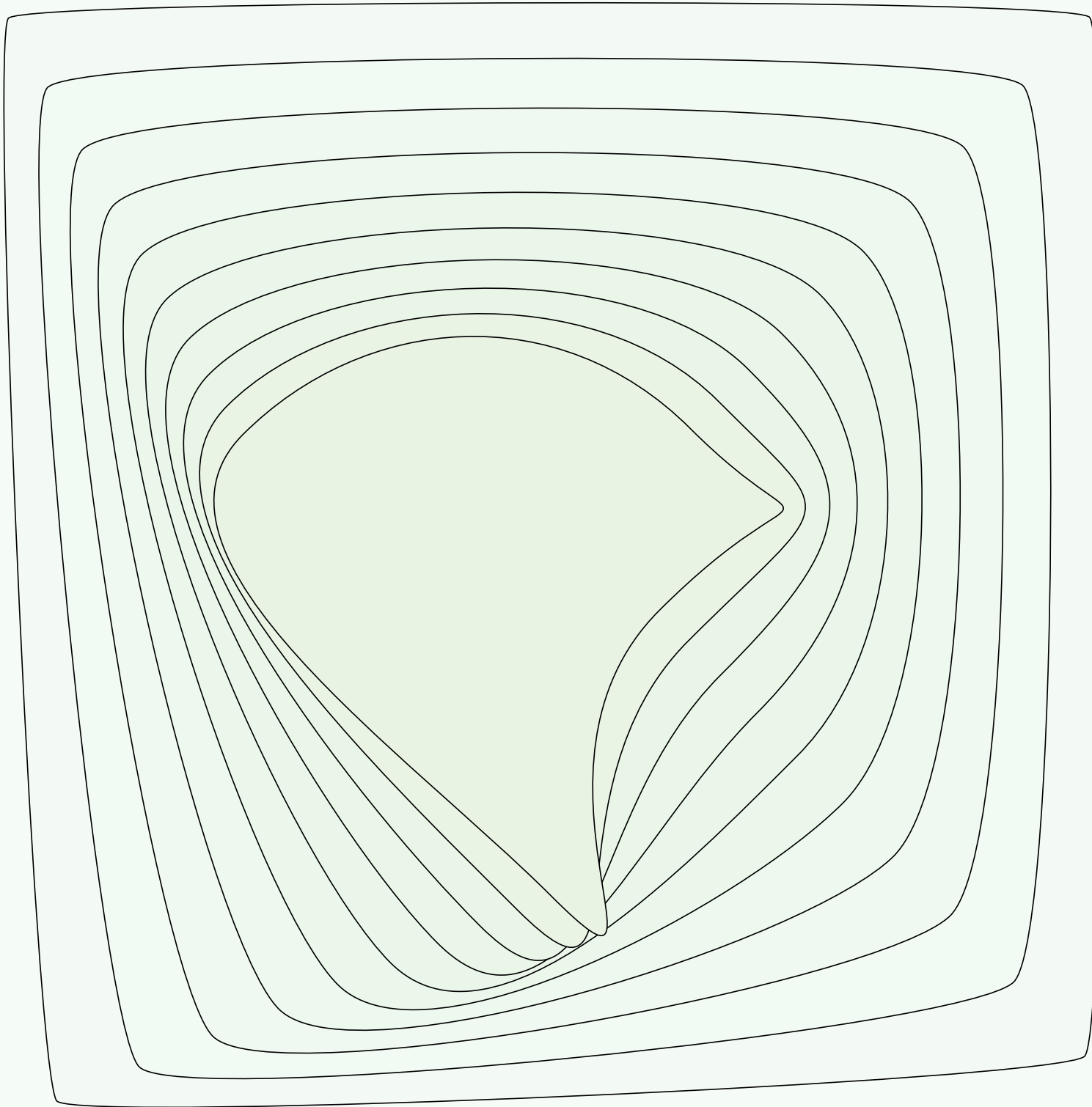




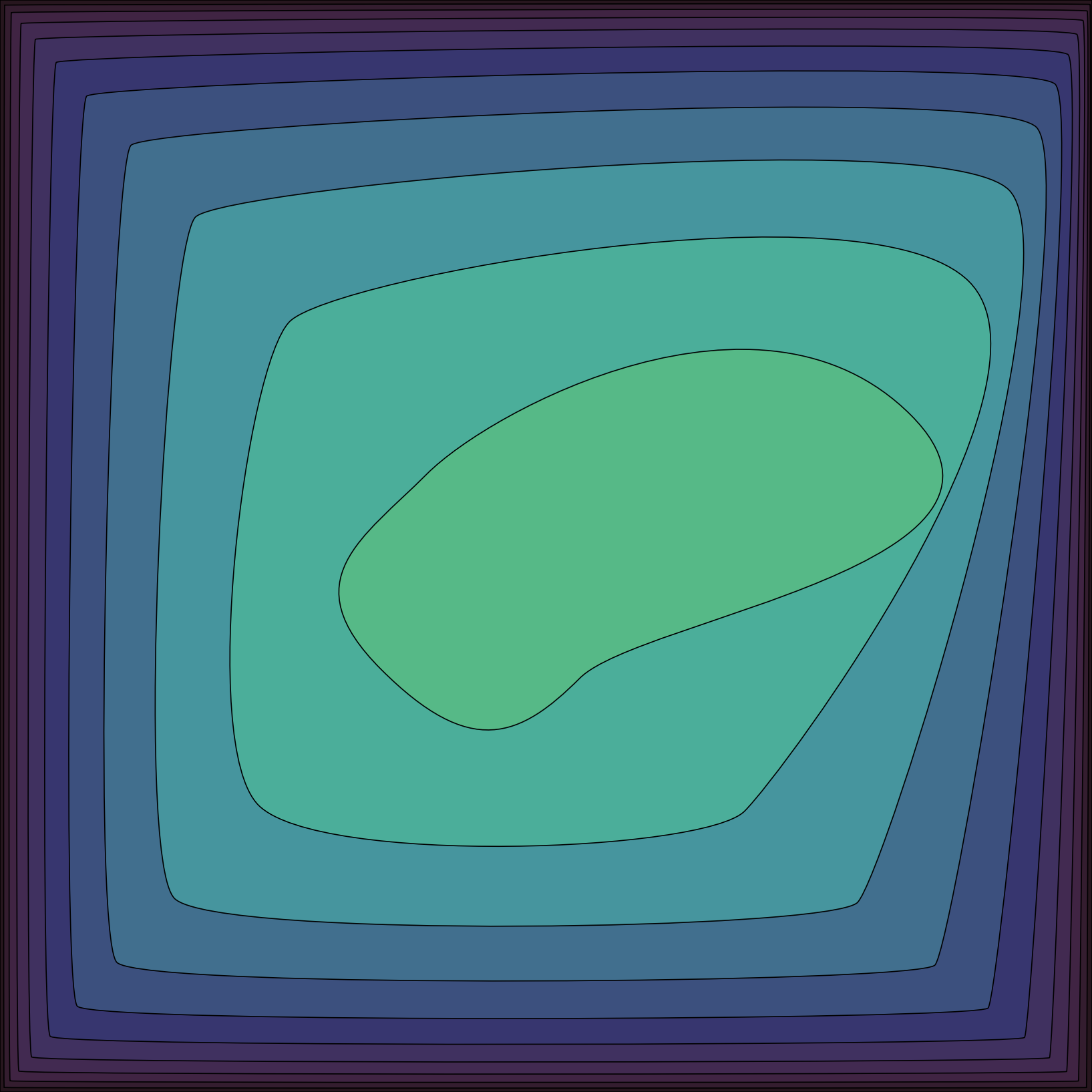


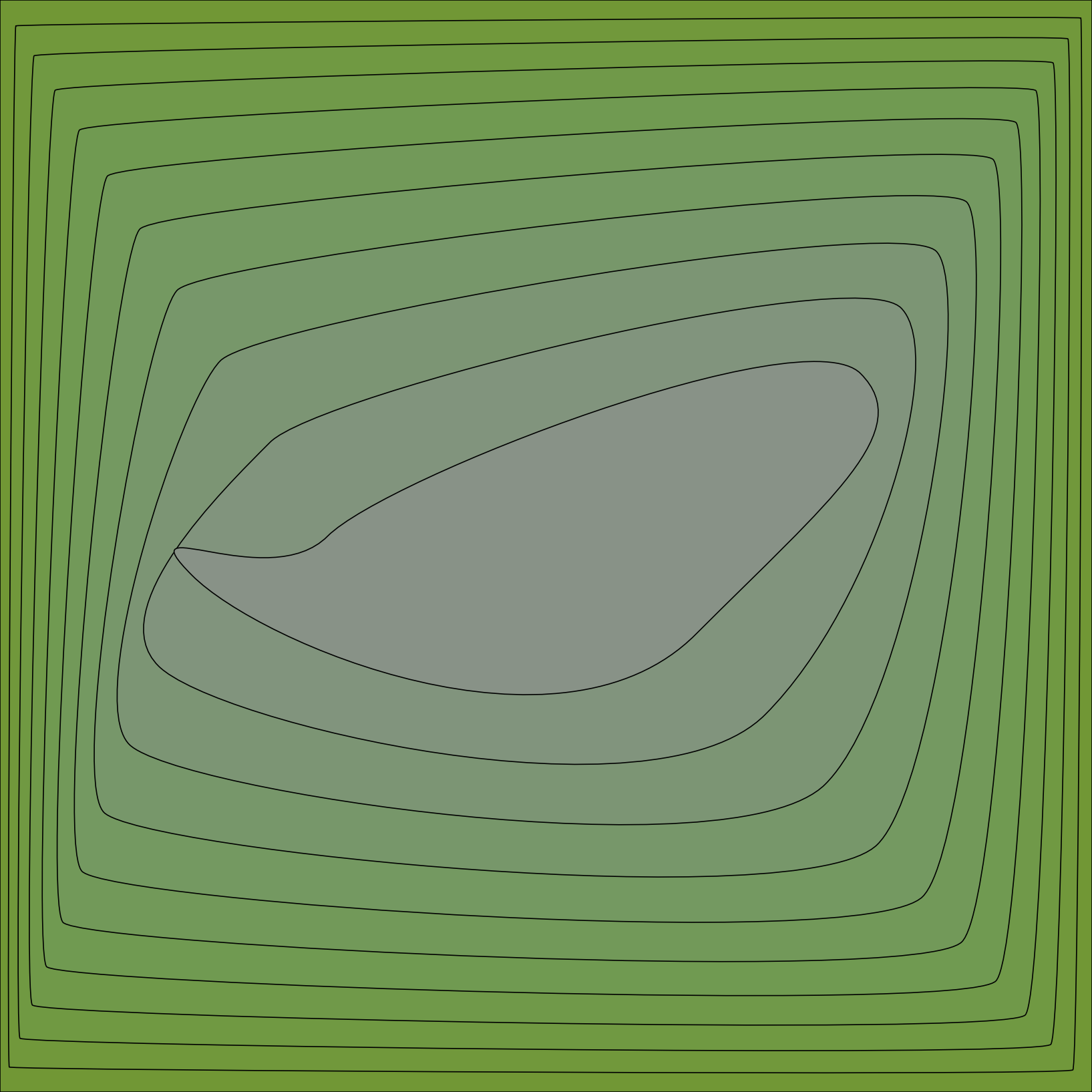






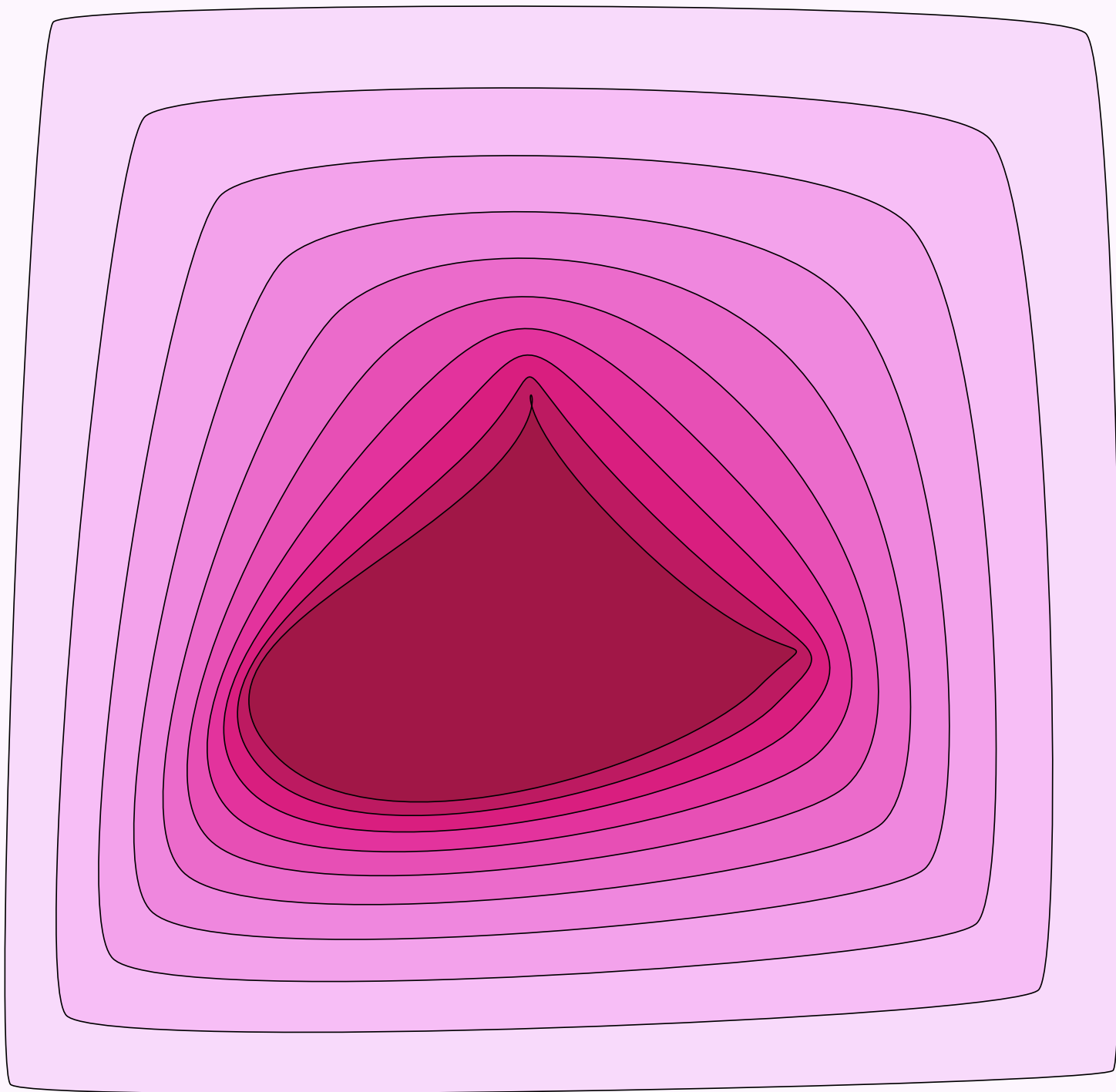


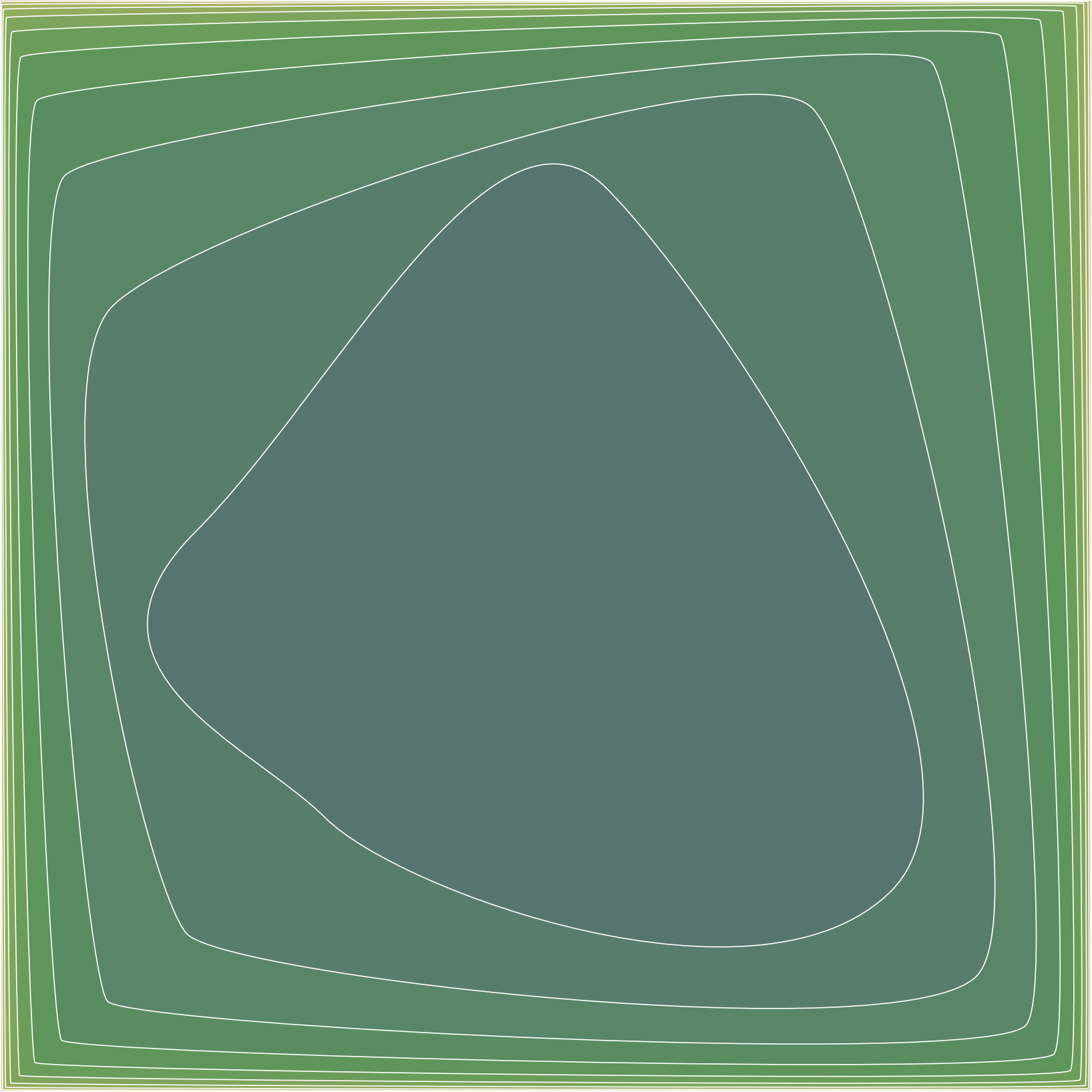












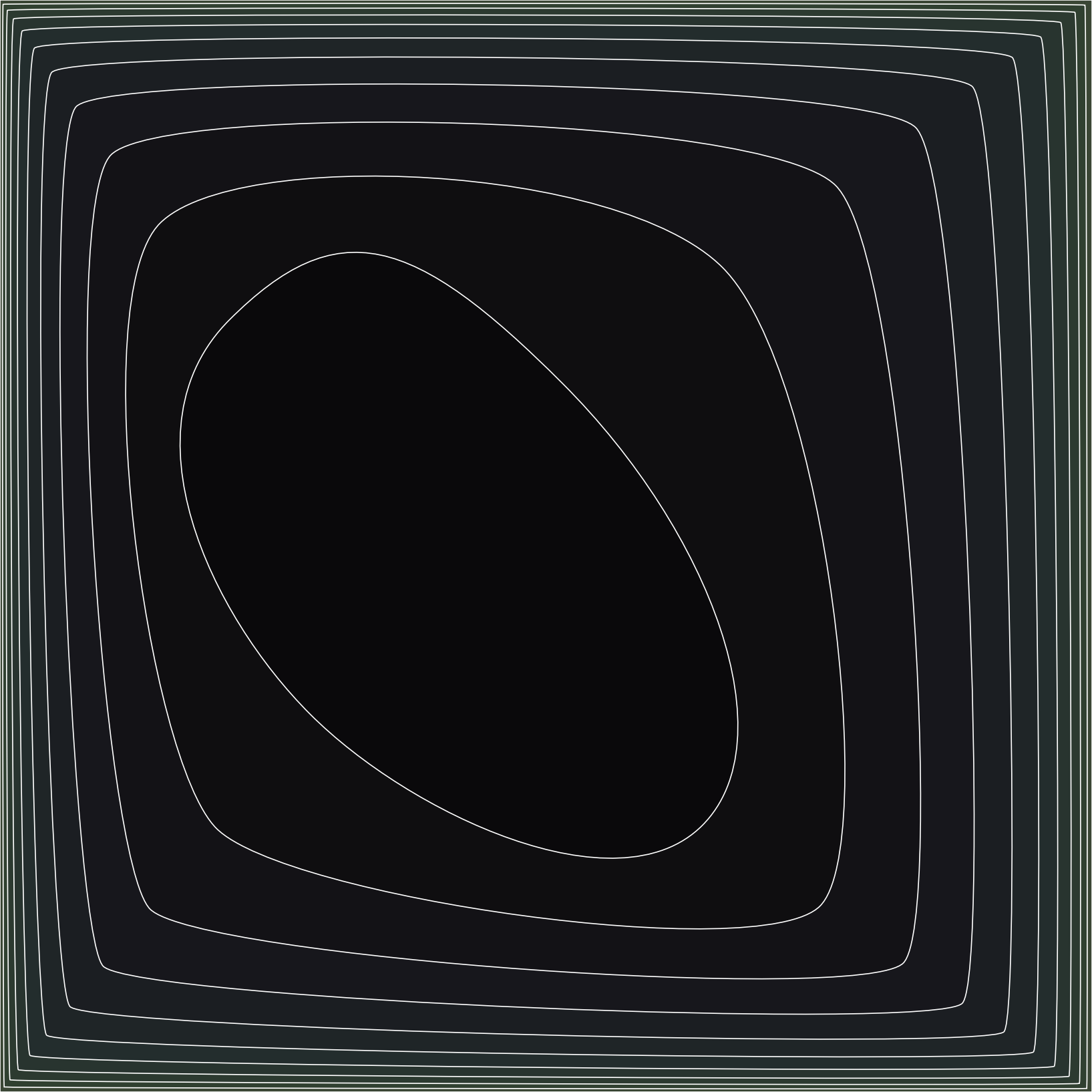


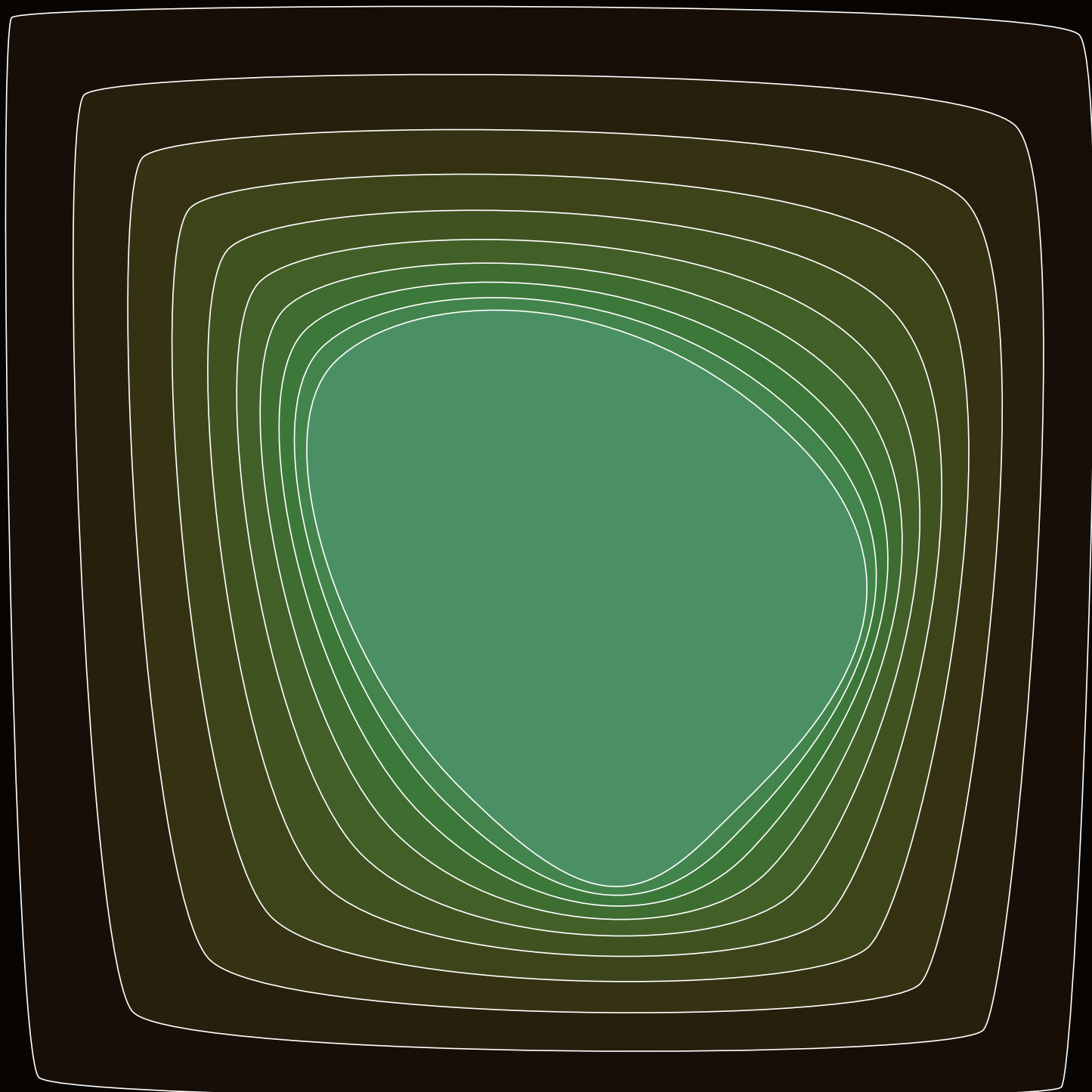


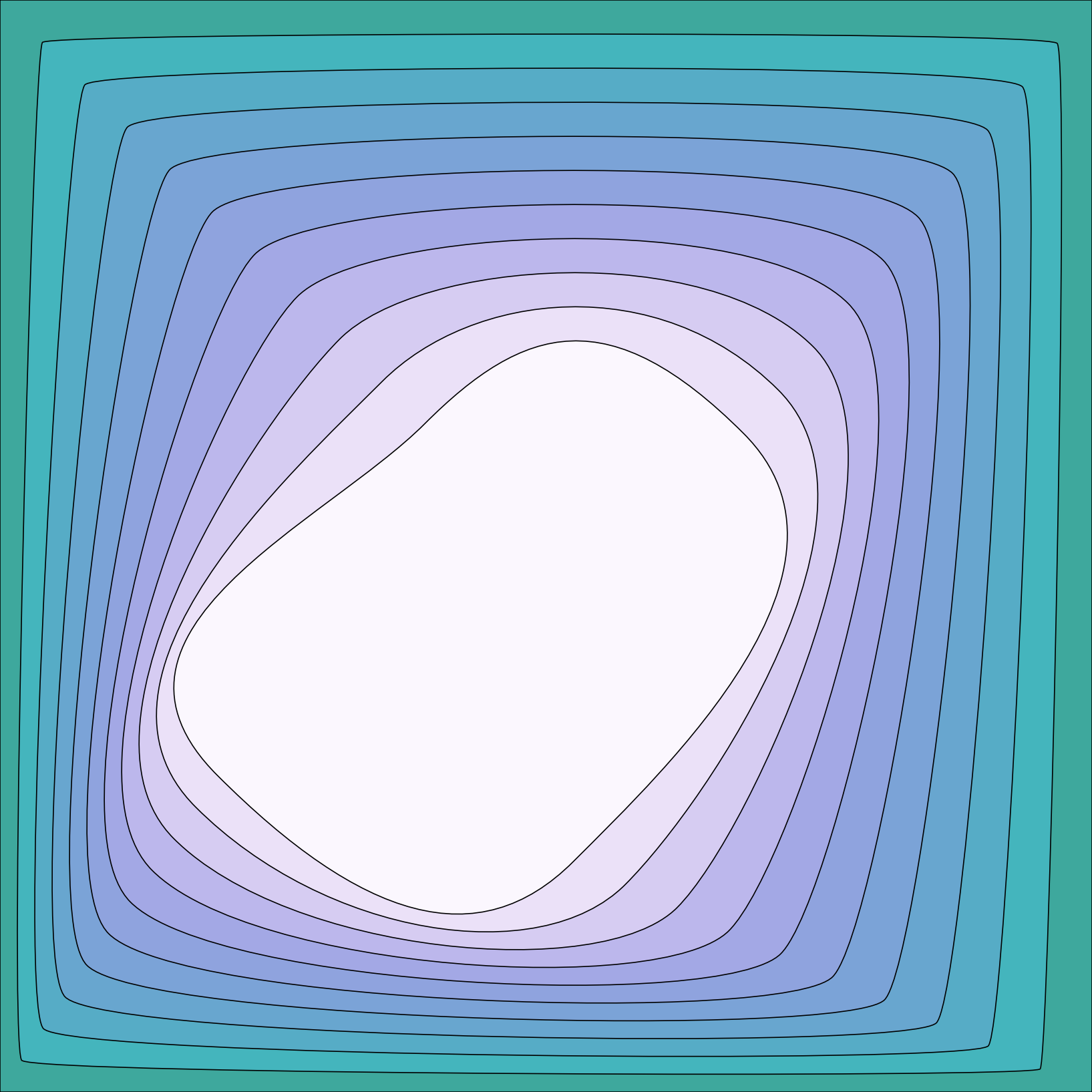


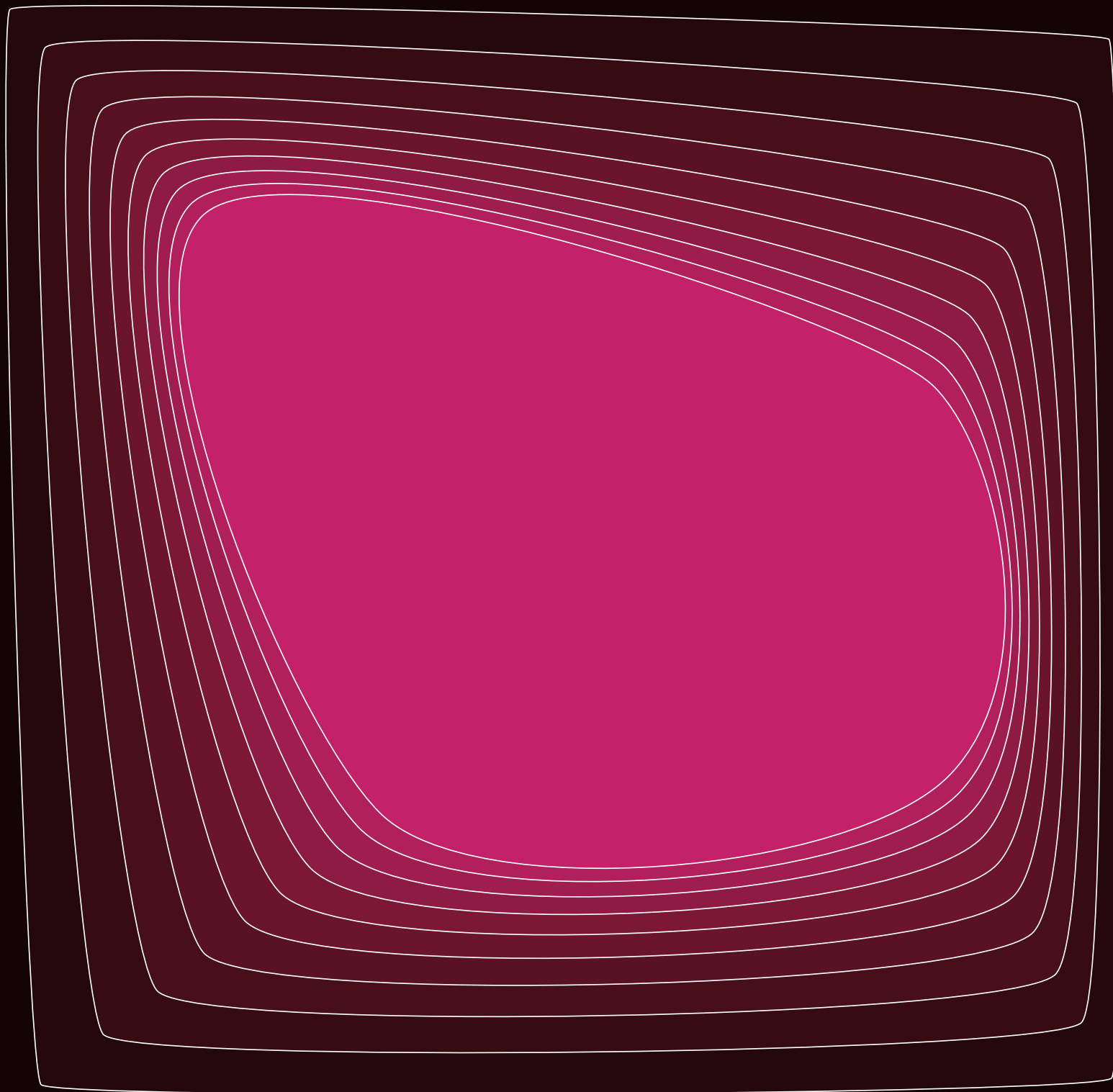


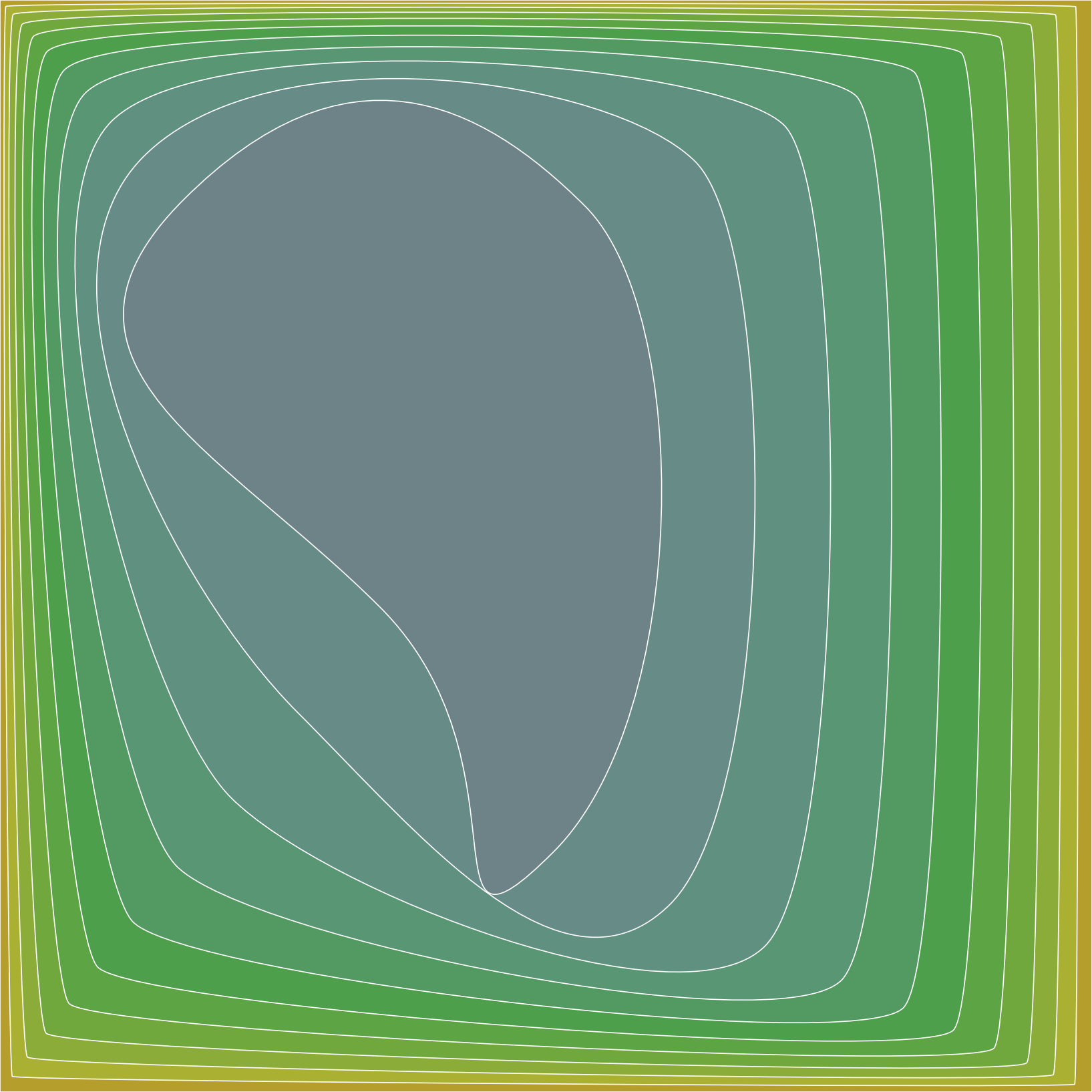


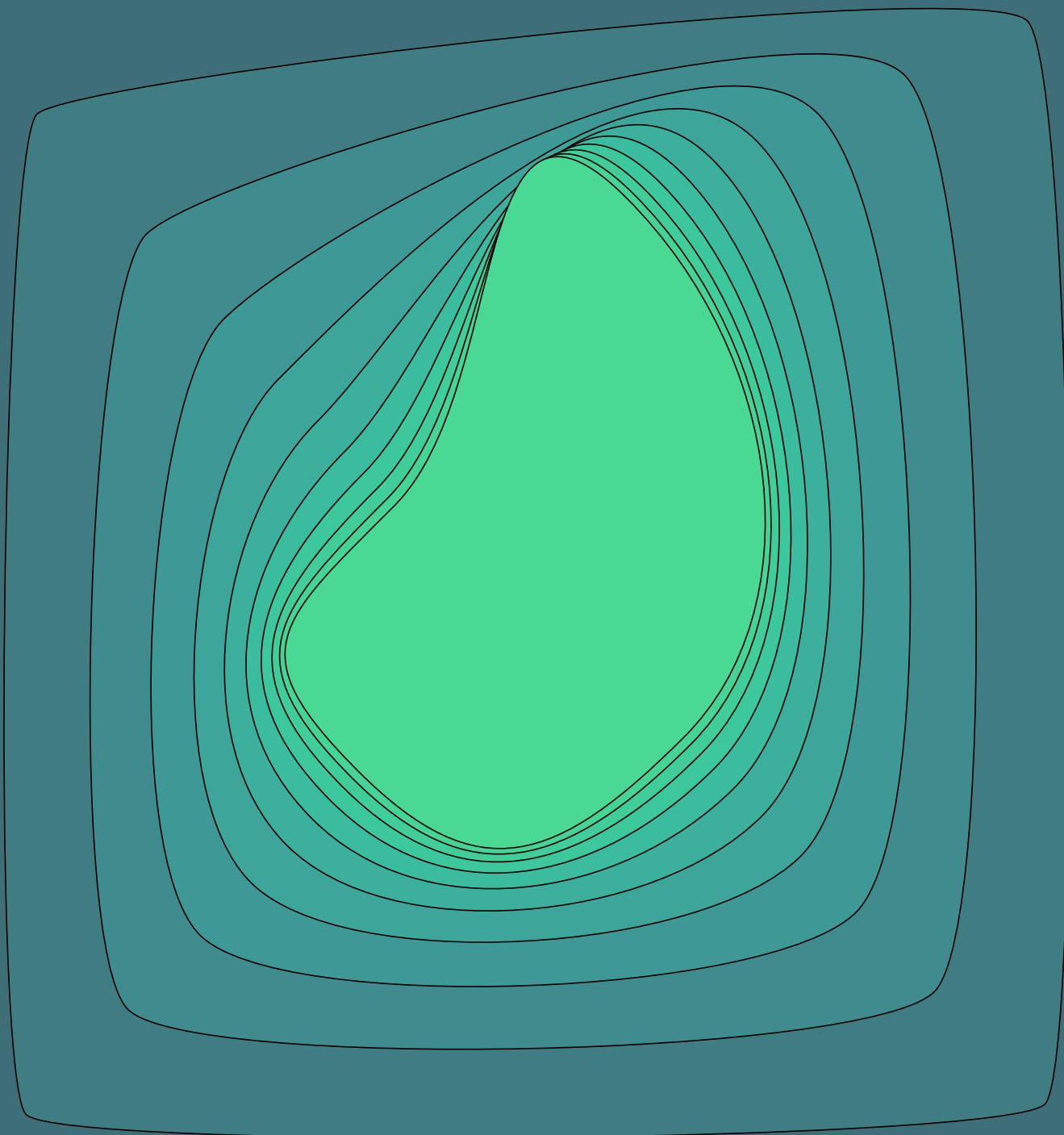




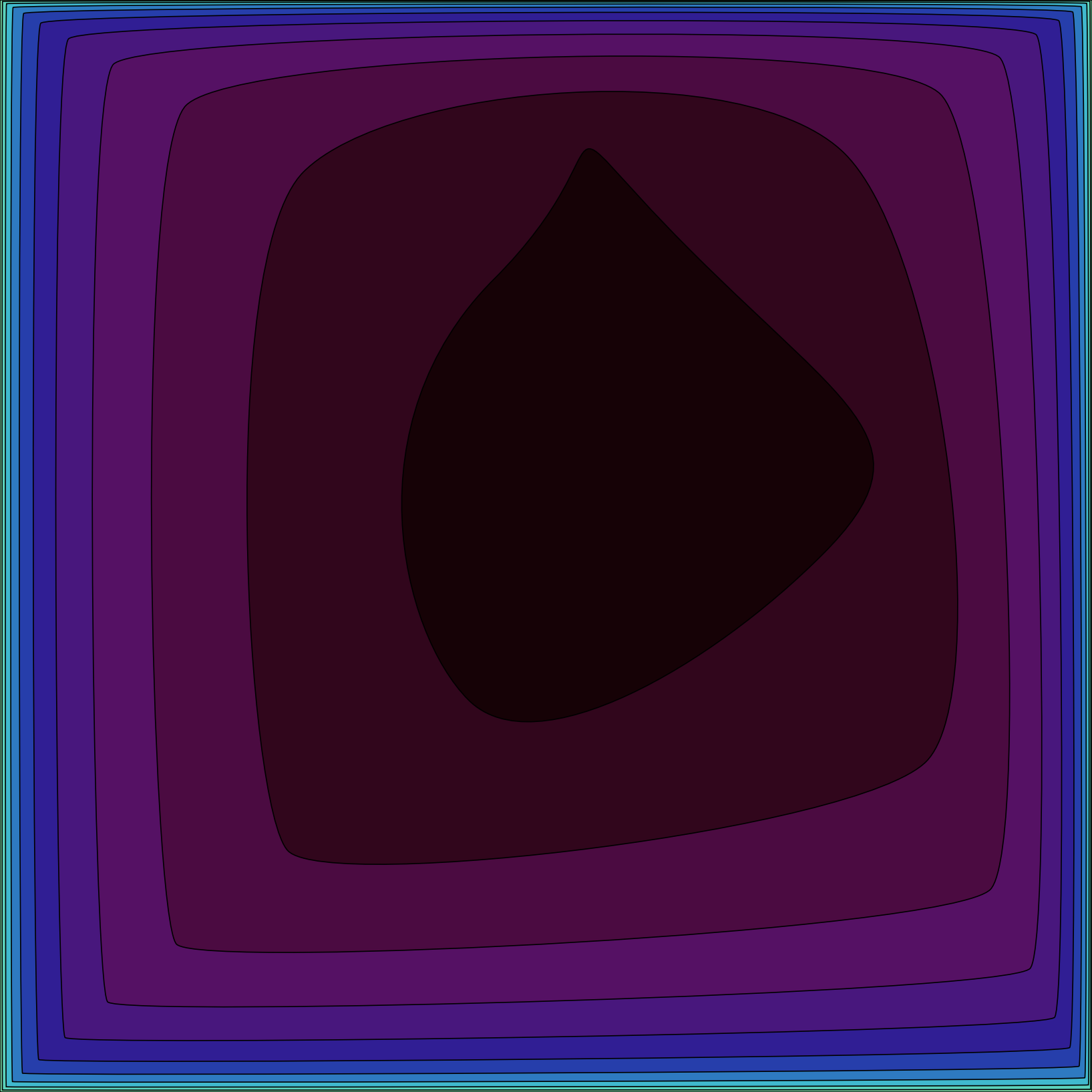


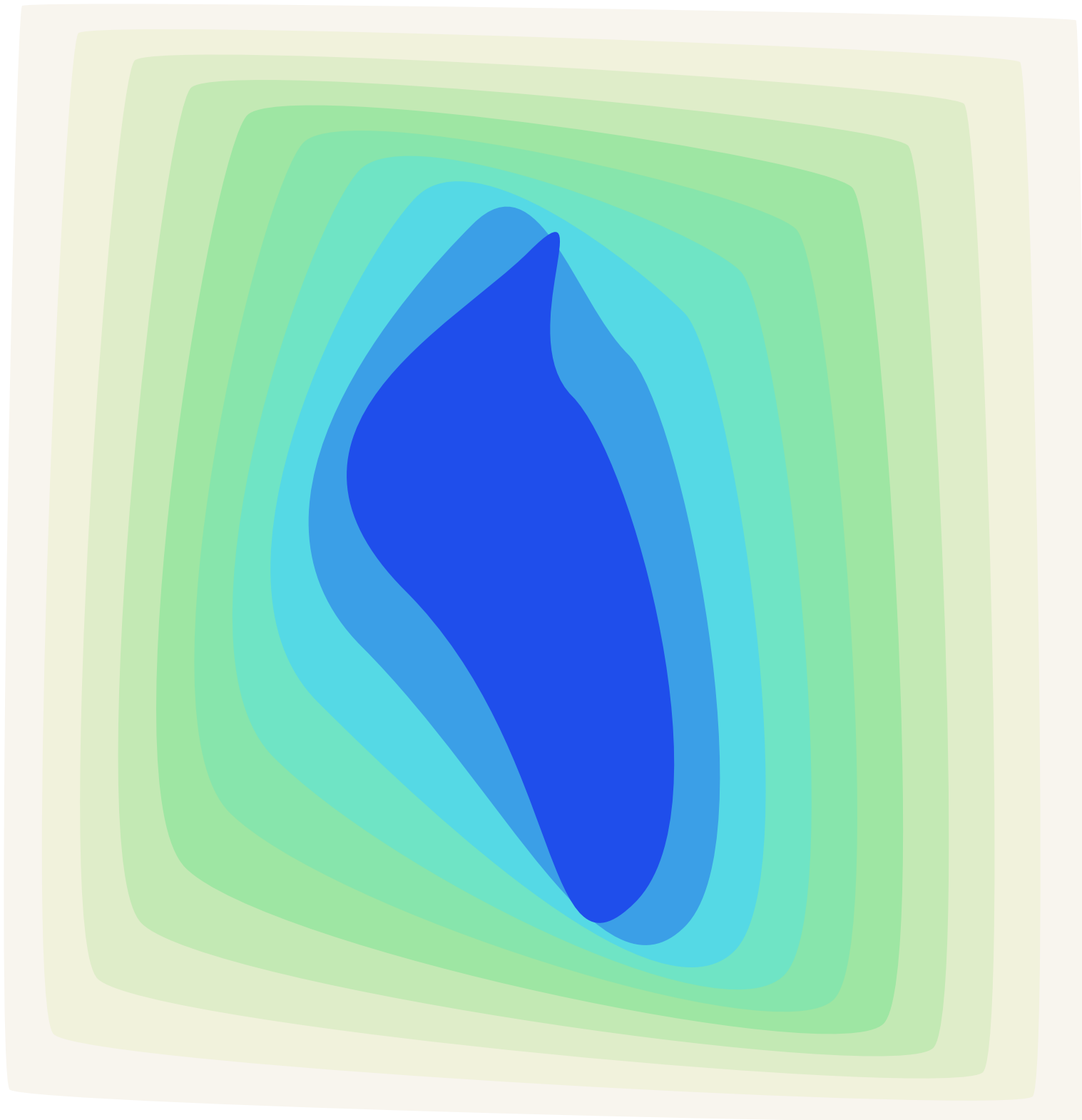


















Every day my webserver generates a new book, filled with blobs of a random colour that turn into rectangles in ten steps. The blobs might have a border, and this border, if it exists, is either black or white. The ten steps follow a certain ratio. This ratio is one of the twelve so called excellent orthogons: The Quadrat, the Hemidiagon, the Trion, the Quadriagon, the Biauron, the Penton, the Diagon, the Bipenton, the Hemiolion, the Auron, the Hecton, and the Doppelquadrat.

Created for Vasilis van Gemert — and you — by his webserver.

More books with random blobs that turn into rectangles on <https://vasilis.nl/shop/books/blobs-to-rectangles/>

Prints of random blobs that turn into rectangles on <https://vasilis.nl/shop/posters/blobs-to-rectangles/>

Much more random stuff on <https://vasilis.nl/random/>